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# Pokémon®

# EMERALD VERSION

## PRIMA OFFICIAL GAME GUIDE

**LEVI BUCHANAN**

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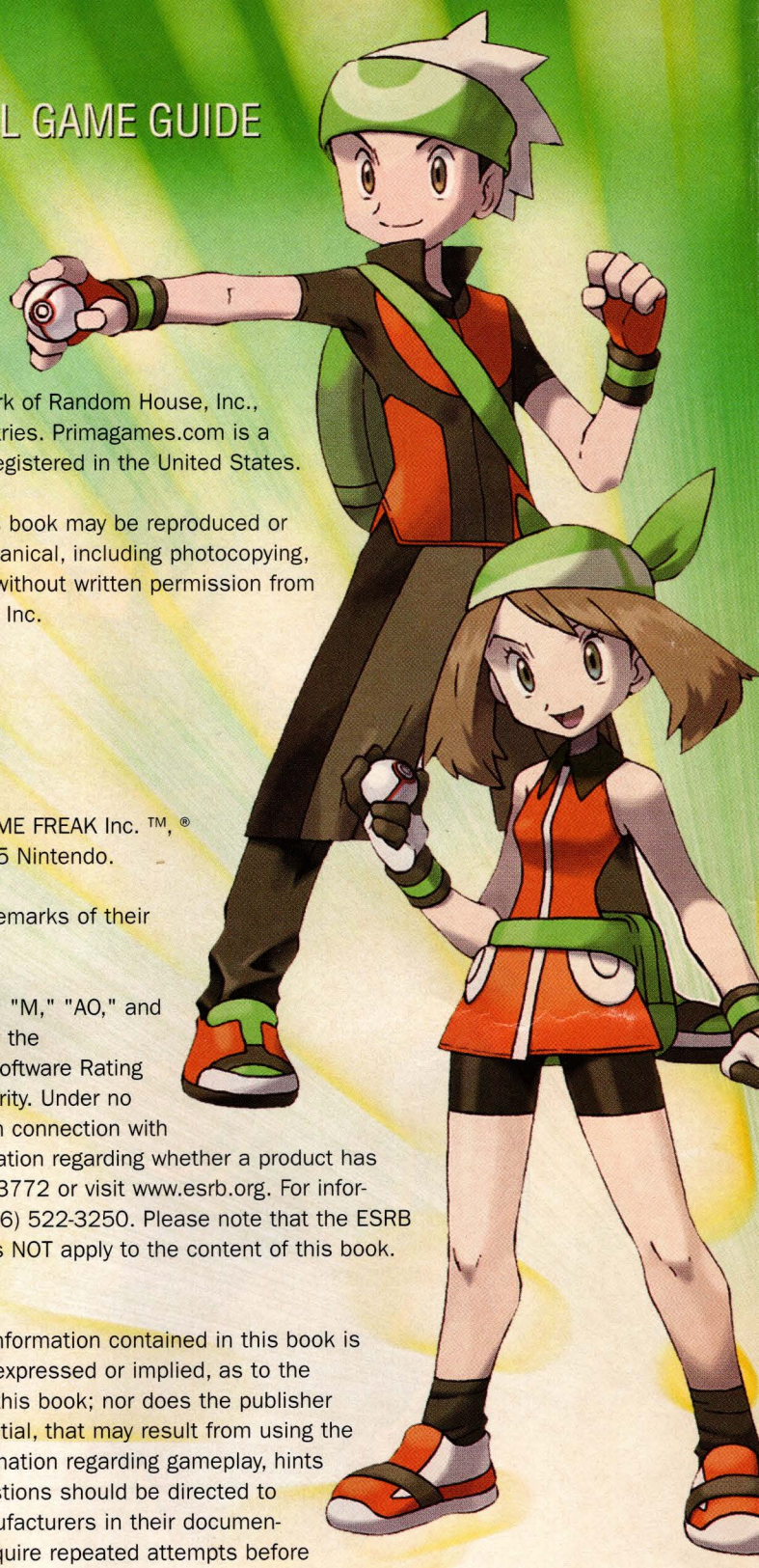
# Pokémon Emerald Version

## PRIMA OFFICIAL GAME GUIDE



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# Table of Contents


**Welcome to *Pokémon Emerald* 2**

**Pokémon 101 3**
- Gotta Catch 'Em All 3
- Evolution and Breeding 5
- Pokémon Battles 10
- Trainer Knowledge 13

**A Quick Walkthrough 14**

**Map of Hoenn 16**

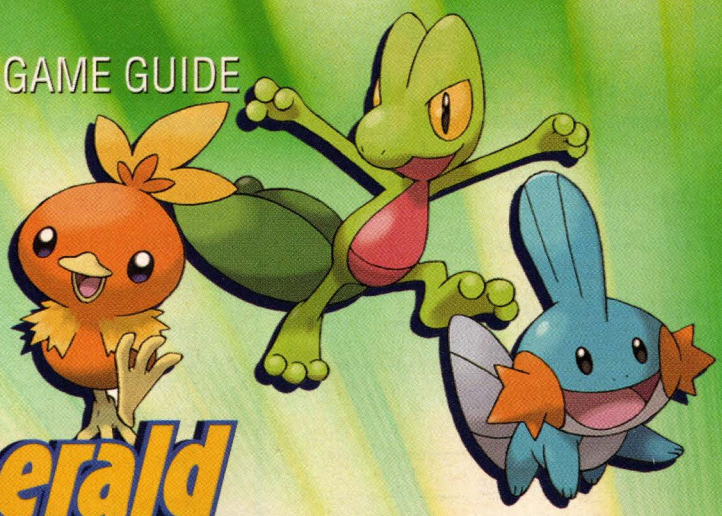
**The Keys to Hoenn: Maps and Events 18**
- Littleroot Town 18
- Route 101 20
- Oldale Town 21
- Route 103 22
- Route 102 23
- Petalburg City 24
- Route 104 26
- Petalburg Woods 28
- Rustboro City 29
- Route 116 32
- Rusturf Tunnel 33
- Route 105, Route 106, and Dewford Town 34
- Granite Cave 36
- Routes 107, 108, 109, and Slateport City 38
- Route 110 41
- Mauville City 43
- Route 117 45
- Verdanturf Town 46
- Routes 111 and 112 47
- Fiery Path 50
- Route 113 51
- Fallarbor Town 52
- Route 114 53
- Meteor Falls 54
- Route 115 56
- Mt. Chimney 57
- Jagged Pass 58
- Lavaridge Town 59
- New Mauville 60
- Route 118 61
- Route 119 62
- Weather Institute 64
- Fortree City 65
- Route 120 67
- Route 121 68
- Safari Zone 69
- Lilycove City 71
- Route 122 and Mt. Pyre 74
- Route 123 76
- Magma Hideout 77
- Route 124 78
- Mossdeep City 79
- Route 125 82
- Route 126 82
- Route 127 and Route 128 83
- Seafloor Cavern 85
- Sootopolis City 86
- Routes 129, 130, and 131 88
- Pacifidlog Town 89
- Sky Pillar 90
- Routes 132, 133, and 134 91
- Ever Grande City 92
- Victory Road 93
- The Elite Four 94

**Legendary Pokémon, Bonus Quests, and the Battle Frontier 97**
- Legendary Pokémon 97
- Bonus Quests 100
  - The Abandoned Ship 100
  - S.S. *Tidal* 101
  - Shoal Cave 101
  - Mirage Island 103
  - Safari Zone 104
- Battle Frontier 104
  - Beginning the Challenge 105
  - In-Town Amenities 106
  - Battle Factory 107
  - Battle Dome 107
  - Battle Pike 108
  - Battle Arena 109
  - Battle Palace 109
  - Battle Pyramid 110
  - Battle Tower 110
- Pokémon Contests 111

**Pokédex for *Pokémon Emerald* 114**

**Complete Moves Lists 215**
- Field and Battle Moves List 215
- Move Tutors 221
- Pokémon Contest Moves 222
- Possible Combos 229

**Complete Item Lists 230**
- Technical Machines (TM) and Hidden Machines (HM) 230
- Items 231
- Berries 233
- Held Items 234
- Key Items 235
- Mail 236
- Poké Balls 236
- Secret Base Decorations 237



# Welcome to Pokémon Emerald

*Pokémon Emerald* is the third jewel in the line of Game Boy Advance *Pokémon* games—the companion to the best-selling *Pokémon Ruby* and *Pokémon Sapphire*. As part of that series, *Emerald* bears some similarities to the previous games. The adventure unfolds in Hoenn, where you can collect all of the 200 Pokémon from *Ruby* and *Sapphire* in your Pokédex.

You are again cast as a young adventurer, arriving fresh-faced in Hoenn without a single Pokémon to your name. Your goal is to change that. As you wander the map, you catch Pokémon and train them into the ultimate team. With these Pokémon, you enter a series of battles with other Trainers. The biggest battles take place in Gyms, where the winner receives Gym badges. After you have conquered all of the Gyms, it's time to head to Ever Grande City and take on the Elite Four, the most tremendous Pokémon Masters in the world.

*Pokémon Emerald* also offers some big differences that make it an entirely new game. Rather than face either Team Magma or Team Aqua, the two rival Pokémon Trainer clans, *Emerald* casts you as a third party attempting to make peace between the two warring groups. You must track down both Team Magma and Team Aqua, stopping them before they can further their plots to forever change the face of Hoenn. You may visit some of the same locations, but your goals are often different.

Some of the Pokémon that were readily available or rare in *Pokémon Ruby* and *Sapphire* have been switched around. Some Pokémon don't appear in *Emerald* and you must trade them from the other games. A new Safari Zone offers Pokémon that were previously unavailable.

The biggest addition to *Pokémon Emerald* is the Battle Frontier. This new region is like a theme park for Pokémon Trainers. There are seven arenas to battle through, and each successful Trainer offers a greater challenge than the last. If you like to battle, you'll love this new area.

In addition to these new areas, *Pokémon Emerald* also offers a new level of connectivity. The game takes full advantage of the Wireless Adapter for connecting to other players to engage in battles or trade Pokémon. *Emerald* also links up with the GameCube game *Pokémon Colosseum*, so you can exchange Pokémon between the two games. Plus, you can link up with *Pokémon Box* and use its organizational tools to put your Pokémon in order.

A word of warning for any Trainer who thought *Pokémon Ruby* and *Sapphire* weren't enough of a challenge—wait until you play *Emerald*. The game is a lot tougher, requiring you to really hone your battle tactics. Many more Trainers walk the routes. The Gym Leaders have newer, stronger Pokémon. And if you want to become the Pokémon Champion, you'd better bring your best, because the Elite Four are like no one you've ever battled before.

## Using the Guide

This book contains a wealth of information that enhances your *Pokémon Emerald* experience. The next section takes you through the basics of Pokémon catching and battling. Two walkthrough chapters help you complete your adventure in Hoenn. Check out the full Pokédex for detailed statistics and move lists on the more than 200 Pokémon you can collect in Hoenn.

# Pokémon 101

The essence of *Pokémon* is battling—encountering other Pokémon Trainers in the field and engaging them in skill contests. But there's more to raising and battling Pokémon than mastering powerful move sets. To succeed as a Trainer, you must assemble the best Pokémon team you can—which doesn't necessarily mean stacking it with the strongest Pokémon in all of Hoenn. You must choose a well-rounded team, of which there are thousands of possible combinations. The following section is a primer for budding Pokémon Trainers who hope to achieve the title of Pokémon Champion. It details how to catch, raise, train, and breed Pokémon. In *Pokémon Emerald*, as with the other *Pokémon* games, you get out of it what you put in. The harder you work to build a great team, the more fun you'll have touring Hoenn and battling against both its Trainers and your friends.

## Gotta Catch 'Em All

At the beginning of *Pokémon Emerald*, you receive your starter Pokémon. You can carry up to six in your team, as well as fill an entire Pokédex with more than 200 Pokémon. To round out not only your team, but also the Pokédex, search Hoenn to catch wild Pokémon. Wild Pokémon are not visible on the world map. They love to hide and jump out, surprising adventurers. If you know where to look, you'll find more Pokémon than you know what to do with!

To complete your Pokédex and get strong Pokémon, trade with friends. If you have two Game Boy Advances and a Game Boy Advance Wireless Adapter, you can trade Pokémon between the following games:

***Pokémon Emerald***

***Pokémon Ruby* and *Pokémon Sapphire***

***Pokémon LeafGreen* and *Pokémon FireRed***

If you have a GameCube, you can also connect and trade/manage your Pokémon with these two titles:

***Pokémon Colosseum***
**(Game Boy Advance Game Link® cable)**

***Pokémon Box***
**(Game Boy Advance Game Link® cable)**

## In the Wild

Hoenn is teeming with wild Pokémon. Behind every rustling leaf or shifting blade of grass there may be a new friend. You may also reel in a new member of your Pokémon team from below the waves. Here's how to best situate yourself for a new wild Pokémon encounter in Hoenn's environments.

### Grass

To encounter wild Pokémon, run through tall grass. Walk around these leafier areas, and you'll meet a wild Pokémon every few steps. There are times when you will not want to encounter wild Pokémon. Maybe your Pokémon are weak from a tough battle. If that's the case, either stay off the grass or use an Item such as Repel to keep wild Pokémon from interrupting your journey.

## Surfing/Diving

Many Pokémon live in Hoenn's waters. To encounter these Pokémon, take to the open blue by either surfing on a Pokémon's back, after finding HM03 (Surf), or slipping beneath the waves, after finding HM08 (Dive). As you skim across the surface, wild Pokémon jump up to greet you. While under the water, look in the seaweed patches to find wild Pokémon.

## Fishing

The only way to catch some Water-type Pokémon is by fishing. In order to cast your line, you must first find a Fishing Rod. There are three types of Fishing Rods in Hoenn: Old Rod, Good Rod, and Super Rod, and each Rod offers different results. Some wild Pokémon turn up their noses at an Old Rod, preferring to wait for a Super Rod's bait. Some Pokémon nibble at the Rods, but the frequency changes depending on which Rod you use. For example, a rare Pokémon caught with the Good Rod may be common when you upgrade to the Super Rod.

Find the three different Fishing Rods here:

**Dewford Town (Old Rod)**
**Route 118 (Good Rod)**
**Mossdeep City (Super Rod)**

## Caves

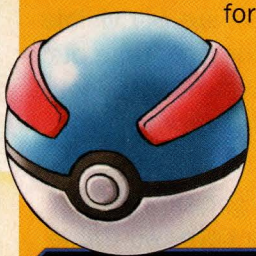
Some Pokémon linger in Hoenn's caves. They are hard to see in the dark, so even if you're not looking behind boulders, they can surprise you. If you're trying to get to a Pokémon Center with weak Pokémon, tramping through a cave is not the best route.

## Rock Smash

After you learn Rock Smash (HM06), you can smash small boulders. This sometimes releases hiding Pokémon, such as Geodude. Not every rock unveils a Pokémon, but if you're going to reduce boulders to gravel, be ready for the occasional surprise.

## Poké Balls

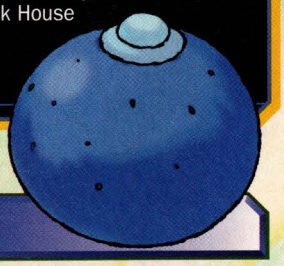
You cannot catch wild Pokémon unless you have a Poké Ball. The more Poké Balls you have, the better. There are many types of Poké Balls, some better suited for certain situations and Pokémon than others. Some Poké Balls are more expensive, and while the expensive Ultra Balls may have a higher success rate than a regular Poké Ball, your results may vary. If you have the cash, feel free to load up on expensive Poké Balls, but be aware that sometimes the best tools for the job are the cheapest.



Use this table to track the many specialty types of Poké Balls created by the Devon Corporation, Hoenn's biggest manufacturer of Poké Balls.

| Name | Description | Location | Price |
|---|---|---|---|
| Dive Ball | A special Poké Ball that makes it easier to catch a Pokémon underwater. | Pokémart in Mossdeep City; Abandoned Ship | ₽1,000 |
| Luxury Ball | A super luxurious Poké Ball that makes the Pokémon caught with it like you more. | Abandoned Ship | — |
| Master Ball | The ultimate Poké Ball that allows you to catch a Pokémon regardless of strength, level, power, etc. | Pokémon Lottery at at the Lilycove Dept. Store; Team Magma/Aqua Hideout | — |
| Nest Ball | A special Poké Ball that makes it easier to capture weaker Pokémon. | Pokémart in Verdanturf Town; Route 120; Team Magma/Aqua Hideout | ₽1,000 |

| Name | Description | Location | Price |
|---|---|---|---|
| Net Ball | A special Poké Ball that makes it easier to capture Bug- and Water-type Pokémon. | Pokémart in Mossdeep City | ₽1,000 |
| Premier Ball | A special Poké Ball commemorating an event at the Devon Corporation. It's a pretty Poké Ball that Pokémon like. | After purchase of 10th Poké Ball; Rustboro City | — |
| Repeat Ball | A special Poké Ball that makes it easier to capture Pokémon you've caught before. | Rustboro City; Route 116 | ₽1,000 |
| Timer Ball | A special Poké Ball that makes it easier to capture a Pokémon the longer your battle with it lasts. | Rustboro City; Trick House | ₽1,000 |



## Trading Pokémon

*Pokémon Emerald* links up to several other Game Boy Advance *Pokémon* titles. To link, report to a Pokémon Center and head upstairs. Use the Union Room to initiate a link with another Pokémon Trainer.

You can swap Pokémon back and forth, trading one of your friend's favorites for a Pokémon you want or need. In fact, some Pokémon are not available in *Pokémon Emerald* and you can only add them to the Pokédex by trading with a player of *Pokémon Ruby* or *Pokémon Sapphire*.

Some Pokémon cannot evolve to their final form unless you trade them with friends. For example, Graveler will not evolve into Golem no matter what level it is unless you trade it to a friend.

### NOTE

You cannot trade Pokémon from *Pokémon LeafGreen* and *FireRed* until you complete the game and earn the National Pokédex, which encompasses all Pokémon released in North American *Pokémon* games.

### CAUTION

It would be too easy to just trade high-level Pokémon from another game to *Pokémon Emerald* and start the story mode. What Gym Leader could stand up against a newcomer that magically has a team full of Legendary Pokémon, such as Groudon and Latias? You must wait until you have earned the Gym badges required for Pokémon of specific levels to obey your commands. Otherwise, that LV85 Rayquaza on your team will ignore your requests in a battle.

# Evolution and Breeding

After you catch a Pokémon, you must raise it and teach it new moves. The natural result of raising a Pokémon is Evolution, the process of strengthening a Pokémon so it can take on its advanced forms. However, for some Pokémon, there is more to Evolution than gaining enough experience points to trigger a shape change. Certain Items and conditions also affect the Evolution process.

## Normal Evolution Tactics

As you battle wild Pokémon and Pokémon Trainers, your Pokémon gain experience. The more experience a Pokémon gains, the more it levels up. When a Pokémon reaches a pre-determined level, it attempts to evolve into its next form, if it has one.

The more battles a Pokémon participates in, the quicker it will gain levels. Every level requires more experience than the last to achieve. When your Pokémon are at low levels, they rapidly gain levels. At a higher level, gaining levels takes longer—but the results are greater. And besides, the further you are in your adventure, the more experience you earn from Trainer battles or wild Pokémon encounters.

There are ways to share experience among your Pokémon and spread out the level gains. (It's not a good team tactic to have a couple of Pokémon at LV35 while the rest of your team is sitting idle at LV13.) Any Pokémon that participates in a battle

gains experience after a victory. So, you can set a Pokémon you want to gain levels in the "lead" position (it's the first Pokémon put into a battle) and when the battle starts, switch it out for a stronger Pokémon or one that is a better fit for the battle conditions. When the battle ends, the Pokémon you switched out in the beginning receives some of the experience earned. The more Pokémon who participate in a battle, even if they are switched in and out for just a single turn, the more the experience is spread out. This slows level gains, but it's a good way to help a team evenly level up.

You can also equip one of your Pokémon with an Exp. Share, a Held Item that automatically diverts earned experience to the bearer, even if it does not participate in a battle. This is a great tool for leveling up a new Pokémon or a weaker Pokémon. Share the Exp. Share with the team and watch those level counts creep up.

## Preventing Evolution

When a Pokémon reaches the required level for Evolution, the process automatically begins. You cannot reverse it. However, you can stop the Evolution process before it is complete. This keeps the Pokémon in its current form, but it gains the extra level and whatever benefits that brings.

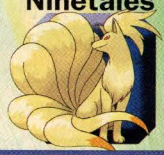
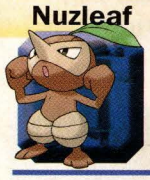
Why would you want to halt Evolution? For one thing, the evolved form of a Pokémon may learn new moves at a decreased pace. The move a Pokémon learns at LV39 in current form may not be learned until LV44 in its evolved form. You give up the increased stats of the evolved form to get that move sooner—there is a trade-off for everything.

You can also equip a Pokémon with the Everstone to automatically prevent Evolution. Every level gain after the required number for Evolution triggers the Evolution process. An Everstone prevents this process from starting until you un-equip it.

# Special Condition Evolutions

## Evolution Stones

A handful of Pokémon will not evolve unless they hold an Evolution Stone. These special Items are linked to the Pokémon's type and are in areas that match up with the Evolution Stone's namesake. For example, the Fire Stone is found in the Fiery Path. A Treasure Hunter near Mossdeep City will make you Evolution Stones if you bring him some booty from beneath the sea.

| | | |
|---|---|---|
| Vulpix | + Fire Stone = | Ninetales  |
| Pikachu | + Thunderstone = | Raichu |
| Staryu | + Water Stone = | Starmie |
| Lombre | + Water Stone = | Ludicolo |
| Nuzleaf  | + Leaf Stone = | Shiftry |
| Gloom | + Leaf Stone = | Vileplume |
| Gloom | + Sun Stone = | Bellossom |

Skitty + Moon Stone = Delcatty

Jigglypuff + Moon Stone = Wigglytuff

## Evolution via Trading

A small group of Pokémon refuses to evolve, no matter if you are at the appropriate level to trigger the process, unless you trade them with a friend. You must also equip some of these Pokémon with special Held Items before trading to trigger an Evolution.

Kadabra + Trade = Alakazam

Machoke + Trade = Machamp

Graveler + Trade = Golem

Seadra + Trade w/ Dragon Scale = Kingdra

Clamperl + Trade w/ Deepseascale = Gorebyss

Clamperl + Trade w/ Deepseatooth = Huntail

## Taming Evolutions

Some Pokémon will not evolve unless they like their Trainer. Every Pokémon has a Friendship rating associated with their Trainer, but it cannot be checked as easily as other stats. To find out if your Pokémon likes you, stop by the Friendship rater in Verdanturf Town. This woman has a special gift for "reading" a Pokémon's pleasure, and she'll reward you with more than information, depending on whether or not your Pokémon likes you.

To increase a Pokémon's Friendship rating, spend time with it. Use the Pokémon in battles or at least keep it on your team while on an adventure. The more time it spends with you, the more it will like you. You can also give the Pokémon special treats it likes the taste of, such as Iron and Zinc. Keep your Pokémon happy by healing it when it is injured. If your Pokémon has been Poisoned, for example, the quicker you reverse the damage, the more the Pokémon will like you.

It's also possible to make a Pokémon dislike you. If you feed the Pokémon bitter-tasting herbs instead of yummy recovery Items, it will become upset. If you use a Pokémon in battle until it faints, the Pokémon will dislike you. And while leaving a Pokémon at a Day Care Center or in storage will not make it dislike you, the longer it is out of sight, the easier it is for the Pokémon to forget how much it liked you.

It is possible to curry a Pokémon's favor again should it grow indifferent or dislike you. Spend more time with it and feed it treats, and soon you will be best friends again. You can only evolve certain baby Pokémon this way. Examples include:

Azurill + Level Up/ Friendship = Marill

Golbat + Level Up/ Friendship = Crobat

Igglybuff + Level Up/ Friendship = Jigglypuff

Pichu + Level Up/ Friendship = Pikachu

## Unique Evolutions

Wurmple evolves into one of two species when it enters its cocoon state. The time of day affects this Evolution.

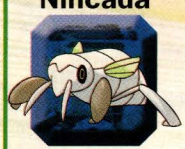
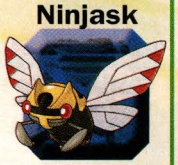
**Wurmple** + **Evolution at LV7 =** **Silcoon or Cascoon**

Feebas is not the prettiest Pokémon in Hoenn, but it has potential. Increase Feebas's Beauty Condition with PokéBlocks, and it evolves into a beautiful Milotic!

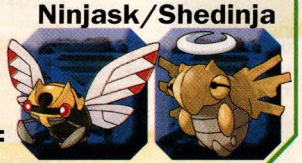
**Feebas** + **Maxed Beauty Condition =** **Milotic**

Nincadas have a most unusual Evolutionary chain. When a Nincada evolves into Ninjask, it leaves behind a shell. If you have an empty Poké Ball in your Bag and an empty space in your team line-up when the Evolution occurs, you will discover an extra Pokémon: Shedinja.

**Nincada** + **Evolution at LV20 =** **Ninjask**

**Nincada** + **Evolution at LV20 + empty Poké Ball and space in belt =** **Ninjask/Shedinja**



# Breeding Pokémon

You can get more Pokémon through breeding, which you can do only at the Day Care Center on Route 119. The Day Care Center's function is to "baby-sit" Pokémon while you are on an adventure. While you battle Trainers, the Pokémon left at the Day Care Center gain levels—for a price.

Sometimes magical things happen while you are gone. If you leave two Pokémon at the Day Care Center, there is a chance that when you retrieve them, there will be a surprise waiting for you: an Egg! From this Egg, you can hatch a new Pokémon, albeit one at LV5.

Certain conditions must be met to create an Egg. Most important, the two Pokémon left at the Day Care Center must be opposite genders and they must like each other. To find out if the two Pokémon are compatible, chat with the man in front of the Day Care Center. He has a sense about these things and will tell you if the two Pokémon have a spark. When an Egg is created, the resulting Pokémon is the most basic form of the female parent Pokémon.

### NOTE

Pokémon keep track of family trees. You cannot mate the offspring of a Pokémon with its parent, even if they are compatible.

Some Pokémon cannot produce Eggs, no matter what. Usually these are Legendary Pokémon, such as Kyogre, so don't try to use the Day Care Center as a breeding ground for Legendary Pokémon. Use these tables to determine which Pokémon are compatible. Pokémon are compatible with other Pokémon in the same group. Some Pokémon belong to multiple groups, meaning they can breed with more Pokémon.

**Rule 1:** Pokémon belonging to Group 0 cannot produce Eggs.

**Rule 2:** The Pokémon in Groups 1–13 are compatible only with other Pokémon in their respective group(s).

### GROUP 0: NO EGGS-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Azurill | Groudon | Magnemite | Regirock | Voltorb |
| Baltoy | Kyogre | Magneton | Registeel | Wynaut |
| Beldum | Latias | Metagross | Shedinja | |
| Claydol | Latios | Metang | Solrock | |
| Electrode | Lunatone | Rayquaza | Starmie | |
| Igglybuff | Pichu | Regice | Staryu | |

### GROUP 1: PLANT-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Bellossom | Gloom | Ludicolo | Roselia | Shroomish |
| Breloom | Lombre | Nuzleaf | Seedot | Tropius |
| Cacnea | Lotad | Oddish | Shiftry | Vileplume |
| Cacturne | | | | |

### GROUP 2: BUG-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Beautifly | Heracross | Nincada | Silcoon | Vibrava |
| Cascoon | Illumise | Ninjask | Surskit | Volbeat |
| Dustox | Masquerain | Pinsir | Trapinch | Wurmple |
| Flygon | | | | |

### GROUP 3: FLYING-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Altaria | Doduo | Pelipper | Swellow | Xatu |
| Crobat | Golbat | Skarmory | Taillow | Zubat |
| Dodrio | Natu | Swablu | Wingull | |

### GROUP 4: HUMANSHAPE-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Abra | Hariyama | Machamp | Makuhita | Sableye |
| Alakazam | Illumise | Machoke | Medicham | Spinda |
| Cacnea | Kadabra | Machop | Meditite | Volbeat |
| Cacturne | | | | |

### GROUP 5: MINERAL-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Geodude | Golem | Graveler | Nosepass | Snorunt |
| Glalie | | | | |

### GROUP 6: INDETERMINATE-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Banette | Duskull | Kirlia | Ralts | Weezing |
| Castform | Gardevoir | Koffing | Shuppet | Wobbuffet |
| Chimecho | Grimer | Magcargo | Slugma | |
| Dusclops | Gulpin | Muk | Swalot | |

### GROUP 7: GROUND-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Absol | Grumpig | Phanpy | Seedot | Torkoal |
| Blaziken | Kecleon | Pikachu | Seviper | Vigoroth |
| Camerupt | Linoone | Poochyena | Shiftry | Vulpix |
| Combusken | Loudred | Psyduck | Skitty | Wailmer |
| Delcatty | Manectric | Raichu | Slaking | Wailord |
| Donphan | Mawile | Rhydon | Slakoth | Walrein |
| Electrike | Mightyena | Rhyhorn | Spheal | Whismur |
| Exploud | Ninetales | Sandshrew | Spinda | Zangoose |
| Girafarig | Numel | Sandslash | Spoink | Zigzagoon |
| Golduck | Nuzleaf | Sealeo | Torchic | |

### GROUP 8: WATER 1-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Azumarill | Golduck | Lotad | Mudkip | Surskit |
| Clamperl | Gorebyss | Ludicolo | Pelipper | Swampert |
| Corphish | Horsea | Marill | Psyduck | Walrein |
| Corsola | Huntail | Marshtomp | Seaking | Wingull |
| Crawdaunt | Kingdra | Masquerain | Sealeo | |
| Feebas | Lombre | Milotic | Spheal | |

### GROUP 9: WATER 2-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Barboach | Goldeen | Luvdisc | Seaking | Wailord |
| Carvanha | Gyarados | Magikarp | Sharpedo | Whiscash |
| Chinchou | Lanturn | Relicanth | Wailmer | |

### GROUP 10: WATER 3-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Anorith | Corphish | Cradily | Lileep | Tentacruel |
| Armaldo | Corsola | Crawdaunt | Tentacool | |

### GROUP 11: MONSTER-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Aggron | Grovyle | Marshtomp | Rhyhorn | Treecko |
| Aron | Lairon | Mudkip | Sceptile | Tropius |
| Exploud | Loudred | Rhydon | Swampert | Whismur |

### GROUP 12: FAIRY-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Azumarill | Glalie | Minun | Raichu | Skitty |
| Breloom | Jigglypuff | Pikachu | Roselia | Snorunt |
| Castform | Marill | Plusle | Shroomish | Wigglytuff |
| Delcatty | Mawile | | | |

### GROUP 13: DRAGON-GROUP POKÉMON

| | | | | |
|---|---|---|---|---|
| Altaria | Gyarados | Magikarp | Sceptile | Shelgon |
| Bagon | Horsea | Milotic | Seadra | Swablu |
| Feebas | Kingdra | Salamence | Seviper | Treecko |
| Grovyle | | | | |

## Breeding Moves and Stats

Breeding does more than create new Pokémon. Be clever about which Pokémon you breed so you're sure to create new Pokémon that have greater talents than their parents did at their early stages, such as moves and increased stats.

Newborn Pokémon inherit stats from the parent of the opposite gender. If the baby Pokémon is

male, it enjoys the stat increases of the female parent Pokémon. If the baby Pokémon is female, it earns the stat upgrades of the male parent Pokémon. You can use this to your advantage if you have two compatible Pokémon of opposite genders and both have excellent skills and stats. The offspring will be LV5, but loaded with power.

Your new Pokémon can also be on the receiving end of the high-level moves its parents took a long time to learn. Three types of moves can be taught through this strategy: Learned Moves, Inherited Moves, and Egg Moves.

**Learned Moves:** Moves any Pokémon caught in the wild would know at LV5.

**Inherited Moves:** Moves learned through the Evolutionary process or via a TM can be passed from the male parent Pokémon, even if the move cannot be learned or used until after LV5.

**Egg Moves:** Egg Moves are learned from the male parent Pokémon, but these are different than Inherited Moves. Egg Moves are moves the Pokémon would not normally be able to learn.

When a Pokémon hatches, it has the moves a wild Pokémon at LV5 would know. For example, a new Treecko will know Pound and Leer. The Pokémon has enough room to learn two more moves; these spots can be filled with Inherited Moves. Inherited Moves and Egg Moves take greater precedence over Learned Moves, so if the Pokémon has access to more moves than you have empty space for, it will replace the Learned Moves with the Inherited and Egg Moves.

There are ways to breed a Pokémon with impressive move sets. If both parents know the same high-level move, the baby Pokémon will also know it, even though it is LV5. Plus, TM moves you would normally have one shot at using can be "re-used" by breeding the move down from the male parent Pokémon.

The included Pokédex details which Egg Moves the newborn Pokémon can learn, so check the entries before you breed to make the "ultimate" Pokémon. Play your cards right to have a really amazing Pokémon on your team. It takes a little time, but the results are worth it.

### Hatching Eggs

When the Day Care Center alerts you of a new Egg, you must work at hatching it. First, you must have an empty space on your team to accept the Egg. Without it, the Day Care Center will keep the Egg. After you have the Egg, leave it in your Active Pokémon list to hatch it. Every Egg has a special number of steps required to hatch it, so tramp around Hoenn and you'll soon have a bouncing baby Pokémon.

**TIP**

Breed two of the same Pokémon to hatch the resulting Egg faster.

## Pokémon Battles

There are two types of battles in *Pokémon Emerald*: battles against wild Pokémon and those against Pokémon Trainers. To succeed at a battle, you must have a basic understanding of the battle system, from selecting moves to pitting Pokémon against weaker types. Battles with wild Pokémon are always 1-on-1 Battles. Battles with Pokémon Trainers can be either 1-on-1 or 2-on-2.

## Course of Action

When the battle starts, the first Pokémon on your team enters the field. This Pokémon is called your lead Pokémon. You can switch out your lead Pokémon when you're not in a battle. After your lead Pokémon is outside of battle, it's time to choose a course of action. You have four choices:

**Fight:** The Fight command allows you to tell the Pokémon which move to use in the battle, whether it is offensive or defensive. Each move has a limited number of uses, which is detailed by its Power Point (PP) level. You can replenish PP between battles at a Pokémon Center, or in battle with a recovery Item.

**Pokémon:** This command allows you to shift Pokémon in and out of battle. Is your Pokémon not doing so well against its opponent? Do you have a Pokémon in reserve who is better suited for a particular battle? Call back the Pokémon in the battle and replace it with another Pokémon from the team.

**Bag:** Your Bag is full of Items, such as Potions and berries. You can use these Items in battle to recover HP or increase your fighting abilities. If you are battling a wild Pokémon, dip into your Bag to get a Poké Ball with which to catch it. Using an Item from your Bag completes your turn. You cannot complete a battle move and use an Item in the same turn.

**Run:** You cannot flee from a Trainer Battle, but if you are battling against a wild Pokémon, use this command to exit the fight. This is not always successful. Some opponent Pokémon have special abilities or moves that can prevent you from running.

## Trainer Battles

Hoenn's fields are full of Pokémon Trainers looking for battles. If you walk into their line of sight, the Trainer challenges you to a battle. You cannot refuse, and you must battle until all of one Trainer's Pokémon have fainted (lost all HP).

There are a few different battle types in *Pokémon Emerald*. In addition to regular 1-on-1 Battles, there are 2-on-2 Battles where two Trainers send out a single Pokémon each. In these battles, you must respond with two Pokémon. Your lead Pokémon and the second Pokémon are automatically sent into the battle. There are also some rare four-Trainer battles where you have an ally. During these battles, you and your ally each send out your lead Pokémon.

## Using Moves

Offensive moves can dish out different kinds of damage. Some moves direct damage at a single opponent. Other moves affect every Pokémon in the battle.

**Affect One Opponent:** In 1-on-1 Battles, this is a given. However, during 2-on-2 Battles, you must select which opponent Pokémon you want to target with a move.

**Affect Two Opponents:** Some moves in 2-on-2 Battles affect both of your opponent Pokémon. HM03 (Surf) is a good example of this. It brings a wave of water crashing on both opponents.

**Affect Random Opponents:** You cannot direct certain moves at an individual opponent during 2-on-2 Battles. Rayquaza's Outrage, for example, randomly attacks either of the opponent Pokémon during the course of attack.

**Affect All Pokémon:** Some attack moves affect your own Pokémon during battle. When you cast a move that affects every Pokémon outside of battle, be sure that your Pokémon will not be eliminated because of it. Make sure you either have enough HP, or that it will finish the battle in your favor, even if it causes your Pokémon to faint.

## Pokémon Types and Battle Strategies

The true essence of a Pokémon battle is the art of matching up your opponent Pokémon's type with a move type that will send it reeling. Every Pokémon is assigned a specific type, such as Fire or Steel. Every type has at least one type against which it is weak. For example, Water-type Pokémon are weak against Electric-type moves.

Because of this system, you must have a well-rounded Pokémon team that spans several types. It's a good idea to have Water-, Fire-, and Electric-type Pokémon on your team. Beyond those three types, you may wish to concentrate on raising strong Rock- and Ground-type Pokémon, as well as Psychic- and Flying-type Pokémon. However you assemble your team, though, is up to you.

This chart details the strengths and weakness of Pokémon types and move types. Use the legend to determine which kinds of moves you should use against opponent Pokémon, as well as to identify when you should switch out your Pokémon should an opponent Trainer send in something that exploits your weaknesses.

### NOTE

In *Pokémon Emerald*, many Pokémon are dual-type, meaning they have two types, such as Grass and Water. In some situations, the second type can work against what would normally be a power move. The Fire-type attack that would damage a Grass-type Pokémon is negated by the secondary Water-type.

## Single-Type Pokémon-Move Type Compatibility

| | NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC | BUG | ROCK | GHOST | DRAGON | DARK | STEEL |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| NORMAL | | | | | | | | | | | | | ▲ | ■ | | | ▲ |
| FIRE | | ▲ | ▲ | ● | | ● | | | | | | ● | ▲ | | ▲ | | ● |
| WATER | | ● | ▲ | ▲ | | | | | ● | | | | ● | | ▲ | | |
| GRASS | | ▲ | ● | ▲ | | | | ▲ | ● | ▲ | | ▲ | ● | | ▲ | | ▲ |
| ELECTRIC | | | ● | ▲ | ▲ | | | | ■ | ● | | | | | ▲ | | |
| ICE | | ▲ | ▲ | ● | | ▲ | | | ● | ● | | | | | ● | | ▲ |
| FIGHTING | ● | | | | | ● | | ▲ | | ▲ | ▲ | ▲ | ● | ■ | | ● | ● |
| POISON | | | | ● | | | | ▲ | ▲ | | | | ▲ | ▲ | | | ■ |
| GROUND | | ● | | ▲ | ● | | | ● | | ■ | | ▲ | ● | | | | ● |
| FLYING | | | | ● | ▲ | | ● | | | | | ● | ▲ | | | | ▲ |
| PSYCHIC | | | | | | | ● | ● | | | ▲ | | | | | ■ | ▲ |
| BUG | | ▲ | | ● | | | ▲ | ▲ | | ▲ | ● | | | ▲ | | ● | ▲ |
| ROCK | | ● | | | | ● | ▲ | | ▲ | ● | | ● | | | | | ▲ |
| GHOST | ■ | | | | | | | | | | ● | | | ● | | ▲ | ▲ |
| DRAGON | | | | | | | | | | | | | | | ● | | ▲ |
| DARK | | | | | | | ▲ | | | | ● | | | ● | | ▲ | ▲ |
| STEEL | | ▲ | ▲ | | ▲ | ● | | | | | | | ● | | | | ▲ |

● = 2x damage ▲ = 1/2 damage ■ = It has no effect

## Damage Multipliers

To be a successful Trainer, you must master damage multipliers. Depending on what type of move you use against an opponent Pokémon, you can see a variety of effects. You can also affect the amount of damage done by holding Items that affect a Pokémon's strength (such as giving Charcoal to a Fire-type Pokémon) or scoring the occasional Critical Hit. Certain moves, such as TM18 (Rain Dance), affect a Pokémon's attacks, depending on the type of Pokémon in the battle.

**Multipliers**

| CONDITION | MULTIPLIER |
|---|---|
| Move is the same type as Pokémon | 1.5x |
| Move is effective against opponent's type | 2–4x |
| Move scores a Critical Hit | 2x |
| Pokémon has an Item that raises the move's Strength | 1.1x |
| TM18 (Rain Dance) or TM11 (Sunny Day) effects (depending on move) | 1.5x or .5x |

## Battle Messages

During a battle's course, you may see messages at the screen's bottom. These messages let you know if the attacks you are using (or the attacks being used against you) are working, if an attack is not effective, or if your Pokémon has scored a Critical Hit.

**Battle Messages**

| MESSAGE | DAMAGE MULTIPLIER |
|---|---|
| "It's super-effective!" | x2 |
| No message | x1 |
| "It's not very effective." | x0.5 |
| "It has no effect." | x0 |
| "A Critical Hit!" | x2 |

### TIP

If a Pokémon uses a move that is the same type as itself (for example, a Water-type Pokémon uses a Water-type Move), the damage is 1.5x greater.

## Status Anomalies

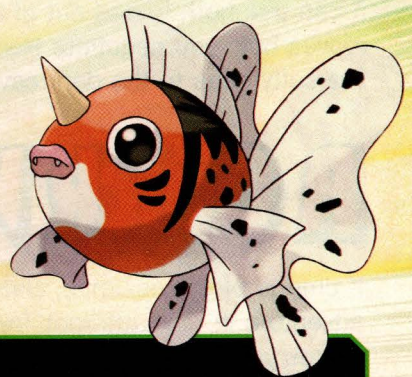
Some moves are Special Attacks that cause additional effects beyond damage. These attacks cause status changes, such as Poison and Sleep, which have lasting effects beyond the single turn. You can cure many of these status changes with healing Items, such as Antidote or Awakening. A trip to the Pokémon Center can also reverse these effects.

## Status Anomalies and Their Cures

| Status Problem | Effect | Recovery Moves | Recovery Items |
|---|---|---|---|
| Attraction | Pokémon is Attracted to its opponent, and will not attack it 50% of the time. | Switch Pokémon with another Pokémon. | Red Flute, Mental Herb |
| Burned | Pokémon takes burn damage every round. This status anomaly also lowers the Pokémon's Attack. | Refresh, TM44 (Rest) | Burn Heal, Full Heal, Full Restore, Heal Powder, Lava Cookie, Rawst Berry, Lum Berry |
| Confusion | Pokémon is Confused and may attack itself. | Switch Pokémon with another. Recovers automatically after a number of turns. | Yellow Flute, Full Heal, Heal Powder, Full Restore, Persim Berry |
| Fainted | Pokémon cannot participate in battle. | Revive and recover at Pokémon Center. | Revive, Max Revive, Revival Herb |
| Flinch | Pokémon flinches and cannot attack that round. | This condition lasts only one turn. | N/A |
| Frozen | Pokémon cannot move from the frostbite. | Recovers when attacked by Fire-type moves or automatically over time. | Ice Heal, Full Heal, Full Restore, Heal Powder, Lava Cookie, Aspear Berry, Lum Berry |
| Paralysis | 25% of time your Pokémon tries to attack, it can't move because of Paralysis. This status anomaly also lowers your Pokémon's Speed. | Refresh, TM44 (Rest) | Parlyz Heal, Lava Cookie, Full Heal, Full Restore, Heal Powder, Cheri Berry, Lum Berry |
| Poison | Pokémon takes damage every round. Depending upon the type of Poisoning, the damage amount inflicted may increase every round. | Refresh, TM44 (Rest) | Antidote, Full Heal, Full Restore, Heal Powder, Lava Cookie, Pecha Berry, Lum Berry |
| Sleep | Pokémon is unable to move while it remains asleep. | Awakens automatically after a number of battle rounds. | Awakening, Full Heal, Full Restore, Heal Powder, Lava Cookie, Chesto Berry, Lum Berry, Blue Flute |

# Trainer Knowledge

## Pokémon Natures



Your Pokémon have Natures, things that add to their individual personalities. Natures affect the stat increases your Pokémon enjoys while leveling up. Use this table to judge how your Pokémon will change and grow with each level.

### Pokémon Natures

| Stat | Hardy | Lonely | Adamant | Naughty | Brave | Bold | Docile | Impish | Lax | Relaxed | Modest | Mild | Bashful | Rash | Quiet | Calm | Gentle | Careful | Quirky | Sassy | Timid | Hasty | Jolly | Naive | Serious |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Attack | — | 0 | 0 | 0 | 0 | X | — | — | — | — | X | — | — | — | — | X | — | — | — | — | X | — | — | — | — |
| Defense | — | X | — | — | — | 0 | — | 0 | 0 | 0 | X | X | — | — | — | — | X | — | — | — | — | X | — | — | — |
| Sp. Attack | — | — | X | — | — | — | — | X | — | — | 0 | 0 | — | 0 | 0 | — | — | X | — | — | — | — | X | — | — |
| Sp. Defense | — | — | — | X | — | — | — | — | X | — | — | — | — | X | — | 0 | 0 | 0 | — | 0 | — | — | — | X | — |
| Speed | — | — | — | — | X | — | — | — | — | X | — | — | — | — | X | — | — | — | — | X | 0 | 0 | 0 | 0 | — |

0 = Easy to raise the stat  X = Hard to raise the stat

# Manually Raising Stats

You can also increase your Pokémon's stats manually by feeding it special Items between battles. These Items affect stats in a positive way.

**Calcium:** Raises the base number of the Pokémon's Special Attack and Special Defense

**Carbos:** Raises base Speed points

**HP Up:** Raises the base number of Hit Points

**Iron:** Raises the base amount of the Pokémon's Defense

**Protein:** Raises the base sum of the Pokémon's Attack

# In-Field Moves

While exploring Hoenn, you find eight Hidden Machines (HM) that teach your Pokémon new moves it can use both in and out of battle. These special moves help you negotiate Hoenn's landscapes, from the salty seas to the dark caves.

**HM Field Abilities**

| MOVE | ABILITY |
|---|---|
| HM01 (Cut) | Slice through shrubbery to create a path. |
| HM02 (Fly) | Take to the skies and instantly travel to any city you've previously visited. |
| HM03 (Surf) | Travel across water on a Pokémon's back. |
| HM04 (Strength) | Move boulders. |
| HM05 (Flash) | Light up caves. |
| HM06 (Rock Smash) | Reduce large cracked boulders to rubble (and find something underneath). |
| HM07 (Dive) | Swim deep beneath the ocean's surface. |
| HM08 (Waterfall) | Scale waterfalls. |

**Other Moves with Field Abilities**

| MOVE | ABILITY |
|---|---|
| Sweet Scent | Attracts wild Pokémon, increasing the random battle frequency. |
| Teleport | Teleport automatically to the last Pokémon Center visited. |
| TM28 (Dig) | Tunnel out of caves. |
| TM43 (Secret Power) | Create a Secret Base from holes in mountains, large trees, and blades of tall grass. |

# A Quick Walkthrough

If time is of the essence, check out this walkthrough first. Follow the chart from the beginning of your adventure in tiny Littleroot Town all the way to your showdown with the Elite Four. This chart details the places you must visit in the right order to unlock all the pivotal events. However, we recommend you use the next chapter, the full guide to the world of Hoenn, to plan your adventure, and use this chart for reference.

**Littleroot Town** Pg. 18
- Set the clock in your bedroom on the second floor.
- Talk to Prof. Birch's kid next door.

**Route 101** Pg. 20
- Rescue Prof. Birch from the Zigzagoon. Choose a Pokémon (Mudkip, Torchic, or Treecko) with which to battle.

**Littleroot Town** Pg. 18
- Get the Pokémon you chose earlier from Prof. Birch.

**Route 101** Pg. 20

**Oldale Town** Pg. 21

**Route 103** Pg. 22
- "Rival" Battle #1 against Prof. Birch's kid (Brendan or May).

**Oldale Town** Pg. 21

**Route 101** Pg. 20

**Littleroot Town** Pg. 18
- Go to Prof. Birch's lab. Get the Pokédex and first set of Poké Balls.
- Get the Running Shoes from Mom.

**Route 101** Pg. 20

**Oldale Town** Pg. 21

**Route 102** Pg. 23
- Encounter your first Pokémon Trainers on the road.

**Petalburg City** Pg. 24
- Speak to Dad at the Petalburg Gym.
- Help Wally catch his first Pokémon.

**Route 104** Pg. 26

**Petalburg Woods** Pg. 28
- Protect the Devon researcher from an attack by Team Aqua.

**Rustboro City** Pg. 29
- Get HM01 (Cut) from the Cutter's House.
- **Take on Roxanne at the Rustboro Gym and win the Stone Badge.**
- Help the Devon Corporation get the Devon Goods back from Team Aqua.

**Route 116** Pg. 32

### Rusturf Tunnel Pg. 33
- Defeat the Team Aqua Grunt a second time to rescue the Devon Goods and Mr. Briney's stolen Pokémon.

### Route 116 Pg. 32

### Rustboro City Pg. 29
- Take the Devon Goods to Slateport City, and the President's Letter to Steven in Dewford Town. Get the PokéNav.
- Battle with Brendan/May #2.

### Route 104 Pg. 26
- Talk to Mr. Briney to get a ride to Dewford Town.

### Dewford Town Pg. 34
- Get the Old Rod from the Fisherman outside of the Gym.
- **Take on Brawly at the Dewford Gym and win the Knuckle Badge.**

### Granite Cave Pg. 36
- Get HM05 (Flash) from the Hiker at the cave's entrance.
- Deliver the President's Letter to Steven in the heart of the cave.

### Dewford Town Pg. 34
- Talk to Mr. Briney at the dock to travel to Slateport City.

### Slateport City Pg. 38
- Talk to Dock at the Stern Shipyard.
- Protect Capt. Stern from Team Magma/Aqua at the Museum. Defeat the thugs and deliver the Devon Goods to Capt. Stern.

### Route 110 Pg. 41
- Battle with Brendan/May #3. Get the Itemfinder.

### Mauville City Pg. 43
- Get the Mach Bike or the Acro Bike from Rydel's Cycles.
- Pick up HM06 (Rock Smash) from the house to the right of the Pokémart.
- Battle with Wally outside the Gym.
- **Take on Wattson at the Mauville Gym and win the Dynamo Badge.**

### Route 117 Pg. 45

### Verdanturf Town Pg. 46

### Rusturf Tunnel Pg. 33
- Use Rock Smash to clear boulders from the path between Rustboro and Verdanturf. Get HM04 (Strength).

### Routes 111-112 Pg. 47

### Fiery Path Pg. 50

### Route 113 Pg. 51

### Fallarbor Town Pg. 52

### Route 114 Pg. 53

### Meteor Falls Pg. 54
- Witness Team Magma stealing the Meteorite from Professor Cozmo.

### Route 114 Pg. 53

### Fallarbor Town Pg. 52

### Route 113 Pg. 51

### Fiery Path Pg. 50

### Route 112 Pg. 47
- Take the Cable Car to the top of Mt. Chimney.

### Mt. Chimney Pg. 57
- Take on the Boss of Team Magma (Maxie) and rescue the Meteorite from their clutches.

### Jagged Pass Pg. 58

### Lavaridge Town Pg. 59
- **Take on Flannery at the Lavaridge Gym and get the Heat Badge.**

### Routes 111-112 Pg. 47

### Mauville City Pg. 43

### Route 117 Pg. 45

### Verdanturf Town Pg. 46

### Rusturf Tunnel Pg. 33

### Route 116 Pg. 32

### Rustboro City Pg. 29

### Route 104 Pg. 26

### Petalburg City Pg. 24
- **Take on Norman at the Petalburg Gym and get the Balance Badge.**
- Get HM03 (Surf) from Wally's Father.

### Route 102 Pg. 23

### Oldale Town Pg. 2

### Route 103 Pg. 22

### Route 110 Pg. 41

### Mauville City Pg. 43

### Route 118 Pg. 61

### Route 119 Pg. 62
- Go to the Weather Institute.

### Weather Institute Pg. 64
- Take on Team Aqua. Get the Pokémon Castform.

### Route 119 Pg. 62
- Battle with Brendan/May #4. Get HM02 (Fly).

### Fortree City Pg. 65
- Try to enter the Fortree Gym, but the entrance is blocked.

### Route 120 Pg. 67
- Meet with Steven and get the Devon Scope.

### Fortree City Pg. 65
- Use the Devon Scope to clear the path to the Fortree Gym.
- **Take on Winona at the Fortree Gym and win the Feather Badge.**

### Route 120 Pg. 67

### Route 121 Pg. 68
- Meet with Team Aqua on its way to Mt. Pyre.

### Lilycove City Pg. 71
- Go to the Team Aqua Hideout.

### Team Magma Hideout Pg. 77
- Talk to the Grunt guarding the entrance to learn the latest scheme.

### Lilycove City Pg. 71

### Route 121 Pg. 68

### Route 122 Pg. 74

### Mt. Pyre Pg. 74
- Climb to the top of Mt. Pyre and stop Team Aqua from taking the Red Orb.

### Jagged Pass/Magma Hideout Pg. 58
- Infiltrate Magma Hideout. Stop Team Magma Leader from waking Groudon.

### Slateport City Pg. 38

**NOTE**

Use HM02 (Fly) to revisit cities and towns.

- Go to the Harbor and talk to Capt. Stern.

### Lilycove City Pg. 71

### Team Aqua Hideout Pg. 77
- Take on the Team Aqua Admin in front of the Hideout's dock.
- Get the Master Ball from the Boss's office.

### Route 124 Pg. 78

### Mossdeep City Pg. 79
- **Take on Tate and Liza at the Mossdeep Gym and win the Mind Badge.**
- Defeat Team Magma in Space Center with Steven.
- Get HM08 (Dive) from Steven in the house northwest of the Pokémon Center.

### Route 124 Pg. 78

### Route 126 Pg. 82
- Use Dive to go underwater and enter Sootopolis.

### Routes 127-128 Pg. 83
- Use Dive to enter the Seafloor Cavern on Route 128.

### Seafloor Cavern Pg. 85
- Take on the Team Aqua Boss.
- Follow Steven to Sootopolis City after Kyogre is released.

### Sootopolis City Pg. 86
- Meet with Steven and Wallace. Follow them to the Cave of Origin's entrance.

### Sky Pillar Pg. 90
- Wake Rayquaza at top of Sky Pillar.

### Sootopolis City Pg. 86
- Get HM07 (Waterfall).
- **Take on Gym Leader Juan at the Sootopolis Gym and get the Rain Badge.**

### Route 126 Pg. 82

### Routes 127-128 Pg. 83

### Ever Grande City Pg. 92
- Use Waterfall to reach the entrance of Ever Grande City and Victory Road.

### Victory Road Pg. 93
- Battle Wally at the entrance of Victory Road.

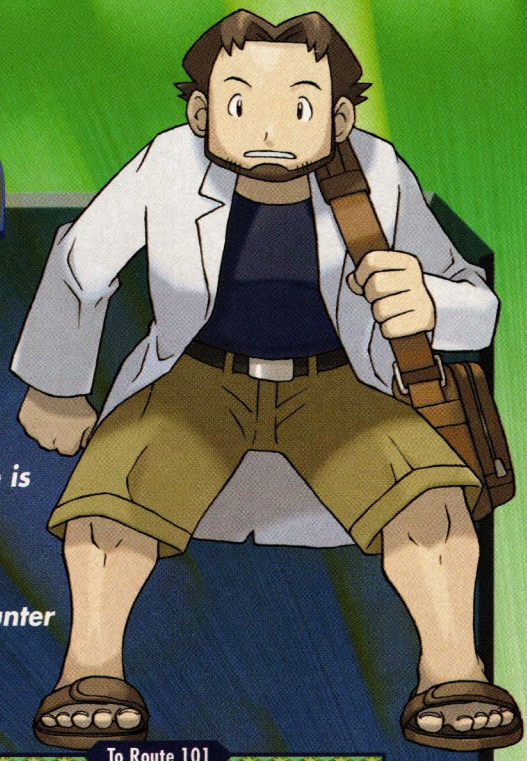
### Ever Grande City Pg. 92
- **Take on the Elite Four at the Pokémon League.**

FALLARBOR TOWN
MT. CHIMNEY
FORTREE CITY
LAVARIDGE TOWN
RUSTBORO CITY
MAUVILLE CITY
VERDANTURF TOWN
PETALBURG CITY
OLDALE TOWN
LITTLEROOT TOWN
SLATEPORT CITY
DEWFORD TOWN

Map of Hoenn
LILYCOVE CITY
MOSSDEEP CITY
MT. PYRE
SOOTOPOLIS CITY
EVER GRANDE CITY
SKY PILLAR
PACIFIDLOG TOWN

# The Keys to Hoenn

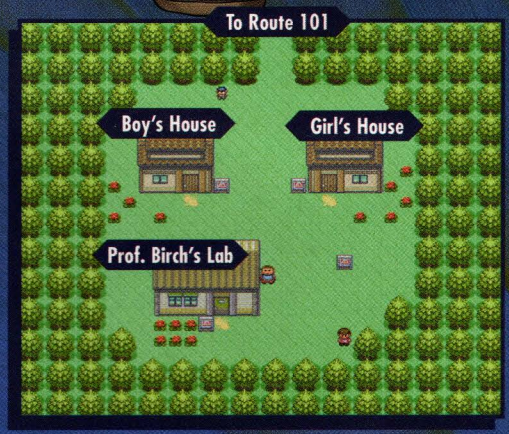
## Maps and Events



*The streamlined walkthrough was designed to give you a basic sense of what maps need to be visited and what events need to be completed to play through the main story. However, there is so much more to* Pokémon Emerald *than walking from route to route, catching Pokémon. This section contains detailed maps, shop and move lists, and the many things you can do in each area. Each map is accompanied by the Pokémon you will encounter on that specific route—so stock up on Poké Balls in town before heading into a region with a specific Pokémon you truly want.*

### NOTE

Many routes have areas that can be accessed only after you receive a Hidden Machine (HM) and teach the new move, such as HM03 (Surf) or HM06 (Rock Smash), to one of your Pokémon.




## Littleroot Town

**Moves Needed:** *None*

**Items**

- Amulet Coin
- Pokédex
- Poké Ball x5
- Potion
- Running Shoes
- S.S. Ticket

**Pokémon Appearances**

| Pokémon | Conditions |
|---|---|
| Mudkip | Awarded to you after rescuing Prof. Birch |
| Torchic | Awarded to you after rescuing Prof. Birch |
| Treecko | Awarded to you after rescuing Prof. Birch |

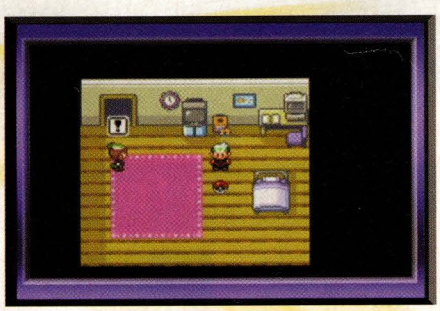
*Welcome to your new home: Littleroot Town. The small township is located in the southern region of Hoenn, surrounded on all sides by thick forest. Though you will stray far from home while exploring Hoenn and becoming a Pokémon Master, this place will always remain special.*

## Event 1: New Neighborhood

*Pokémon Emerald* begins with you making your new home in Littleroot Town. Your father is already away at work, so you and your mother must take care of getting everything put away. Thankfully, the moving company's Pokémon are doing most of the heavy lifting. Your mother suggests you go upstairs and check out your new room. Set the clock on the wall to the correct time to get things started.

Which house you live in depends on whether you decided to play as a boy or girl. If you chose to be a girl, you live in the house on the right. If you chose to be a boy, you live in the house on the left. When it comes time to visit your neighbor, which is soon, visit the house just opposite of yours.

## Event 2: Get Neighborly

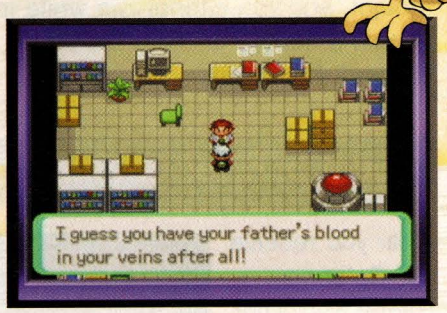


Now that you are all settled in to your new home, it's time to meet your neighbors. Littleroot Town is a quiet place, but the people next door seem interesting. Head to the house next to yours and introduce yourself to the Birch family. Prof. Birch is away doing research, but both his wife and your new friend (May or Brendan, depending on whether you chose a boy or girl—your new friend will be the opposite gender) are still home. Head upstairs to meet Prof. Birch's kid.

## Event 3: Rescue Prof. Birch

After meeting the Birch family, it's time to head out into Hoenn. As you head north to Route 101, though, you run into Prof. Birch—and he's not alone. The professor is being chased by a wild Zigzagoon and he needs your help. Fortunately, Prof. Birch left his knapsack full of Poké Balls nearby.

To help him, Prof. Birch allows you to select one of the three Poké Balls in his bag. This will be your first Pokémon. You can choose either Water-type Mudkip, Grass-type Torchic, or Fire-type Treecko. After selecting the Pokémon you like the most, battle the Zigzagoon and save Prof. Birch.




Prof. Birch is grateful for your assistance. Back at his Lab in town, he allows you to keep the Pokémon you selected. With your first Pokémon, you can now head out of town and start battling.

### NOTE

There is no "correct" Pokémon to choose when Prof. Birch allows you to pick from his three Poké Balls. Choose the one with the look and moves you like the most. As you play, you can catch other Pokémon to complement your first choice.

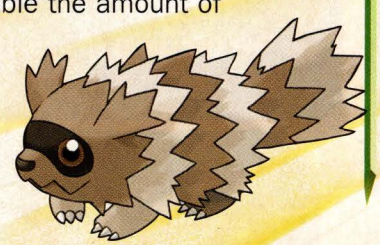
## Event 4: After Rival Battle #1

Words reaches Prof. Birch quickly that you successfully battled his kid. He is impressed with your natural talent and gives you a Pokédex so you can catalog your finds. His kid also gives you five Poké Balls, essential for catching wild Pokémon.

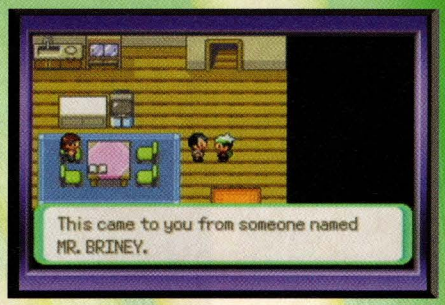
Before you leave Littleroot Town again, though, stop at home. Your mother has a present for you: Running Shoes. These speedy sneakers help you cover ground quickly. Manners matter, though, and you cannot run while inside other people's homes or most buildings. But outside of battles? Run free!

## Event 5: After Getting HM03 (Surf)

After you receive the Balance Badge from your father at Petalburg Gym, return to your home. Show the Badge to your mother and she absolutely beams—and gives you an Amulet Coin. This helpful Item can double the amount of money won in a battle.



## Event 6: After Defeating The Elite Four




Defeating the Elite Four is quite an achievement. Head home and share the news with your parents. They proudly give you a ticket for the S.S. *Tidal*, Capt. Stern's new ferry. The ferry, which is finally ready to set to sea, can be found in both Lilycove City and Slateport City.

## Route 101

**Moves Needed:** *None*

**Items**
None

**Pokémon Appearances**

| Pokémon | Conditions |
|---|---|
| Poochyena | Very Common |
| Wurmple | Very Common |
| Zigzagoon | Common |

## Event 1: Catch 'Em

This route has three different Pokémon. However, until you receive the five Poké Balls from Prof. Birch's child, you

can only battle the wild Pokémon you encounter. Return to this route once you get those Poké Balls and start padding your new Pokédex.

# Oldale Town

**Moves Needed: None**

*Oldale Town is a small township near Littleroot Town. It's the first place you encounter both a Pokémart and a Pokémon Center. Chat with everybody in town—not only do they have interesting things to say, but you may be surprised by their generosity.*

**Pokémart Merchandise**

| Item | Price |
|---|---|
| Poké Ball | ₽200 |
| Potion | ₽300 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Awakening | ₽250 |

## Event 1: Speak to Pokémart Representative

When you first arrive in Oldale, visit the Pokémart representative standing near the front door of the Pokémart. The representative is happy to tell you about the shop and she even hands out free samples of the wares.

## Event 2: West is a No-Go

The way to Route 102 is blocked by a researcher. The scientist is sketching what he believes are footprints from rare Pokémon. You can access Route 102 only after heading up through Route 103 and finding Prof. Birch's child. When you come back, the researcher sheepishly stands aside.

## Event 3: The Pokémon Center

You definitely want to stop by the Pokémon Center while visiting Oldale Town. Every city in Hoenn hosts a Pokémon Center, which is the most useful place for a budding Trainer. The woman at the main counter on the first floor is always happy to heal your Pokémon for free. The PC next to the counter lets you access your storage to switch out Pokémon and access stored Items. Because your pockets aren't bottomless, you'll find yourself stopping by the PC often, especially if you're a shopper.

Head upstairs to find the connectivity center, where you can link up with other *Pokémon* players. You can trade Pokémon, exchange Secret Base information, and enjoy some fun battles. If you have the Wireless Adapter, you can do even more stuff up here!

## NOTE

The prices for Items at the Pokémarts are consistent at every shop across Hoenn. A Poké Ball costs the same in Oldale Town as it does in Slateport City.

# Route 103

**Moves Needed:** *HM01 (Cut), HM03 (Surf)*

**Pokémon Appearances on Land**

| Pokémon | Conditions |
|---|---|
| Poochyena | Very Common |
| Wingull | Common |
| Zigzagoon | Common |

**Items**

- Cheri Berries x4
- Leppa Berries x2
- Guard Spec.
- PP Up

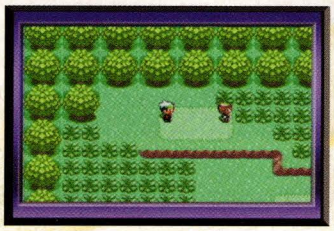
**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Common |

## SHORTCUT ALERT

Once you have HM03 (Surf), you can cross the water to the east in Route 103 and easily access both Mauville City and Slateport City via Route 110.

## Event 1: Battle with Prof. Birch's Child



Prof. Birch's child is waiting for a battle in Route 103. In fact, this is the first of a series of battles with the kid. With each battle, Prof. Birch's child gets better and better, coming at you with more experienced Pokémon and smarter battle strategies. Enjoy this first battle while you can, because he or she will not be so easy later in your adventure.

Prof. Birch's child uses a different Pokémon in the battle depending on which Pokémon you selected from the Professor after the rescue in Littleroot Town. If you chose Torchic, look out for Mudkip. If you chose Mudkip, look out for Treecko. And if you chose Treecko, expect to face Torchic.

**TIP**

The battle may seem mismatched because Prof. Birch's child brings out a Pokémon that offsets yours, but keep at it and you will emerge victorious.

# Route 102

**Move Needed:** *HM03 (Surf)*

**Items**

- Oran Berries x2
- Pecha Berries x2
- Potion

**Pokémon Appearances on Land**

| Pokémon | Conditions |
|---|---|
| Lotad | Common |
| Poochyena | Common |
| Ralts | Rare |
| Seedot | Rare |
| Wurmple | Common |
| Zigzagoon | Common |

**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Corphish | Common (Good Rod); Very Common (Super Rod) |
| Goldeen | Common (Good Rod); Rare (Old Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Marill | Very Common |
| Surskit | Rare |

## Event 1: Trainer Battles

You encounter your first Trainer battles while walking through Route 102. However, Trainers will not challenge you unless you either speak to them or they catch your eye. Trainers sometimes look around. If you want to avoid a battle, wait to see if the Trainer looks elsewhere and then slip out of sight. However, avoiding Trainer battles is not the way to become the best Trainer in Hoenn. Every successful battle results in experience points for your Pokémon, plus you receive cash. You'll need as much cash as you can get to shop for needed Items.

## Event 2: Berry Picking

There are berry trees all over Hoenn, and the first ones you find are along Route 102. Berries have many uses—they negate status changes, they heal Pokémon, and they can also be used to create PokéBlocks.

When you pick the berries, the tree crumbles back to the dirt. You could pocket the berries and keep walking, but that's hardly the neighborly thing to do. You are encouraged to plant berries in the vacant soil so they can grow new trees. All it takes is one berry to sprout a new tree, so keep one

berry from your harvest and plant the other. If there are particular berries that you are fond of or use more than others, plant those whenever possible. The berries may take time to grow, but you'll soon have a bumper crop all over Hoenn of your favorite berries.

**TIP**

To speed up berry tree growth, water the seedlings with the Wailmer Pail, a Key Item you receive in Route 104.

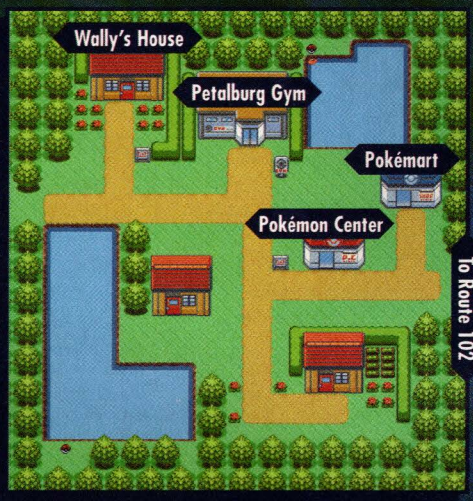
# Petalburg City

**Move Needed:** *HM03 (Surf)*

*Petalburg City is the biggest township you have visited yet. The city has its own Gym, which is where you must go to prove yourself as a Pokémon Trainer. Although you cannot compete in the Petalburg Gym just yet (patience, young Trainer) stop in and say hello to the very familiar (and familial) Gym Leader.*

**Items**

- Balance Badge
- Ether
- HM03 (Surf)
- Max Revive
- TM42 (Facade)




**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Marill | Very Common |

**Pokémart Merchandise**

| Item | Price |
|---|---|
| Poké Ball | ₽200 |
| Potion | ₽300 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Awakening | ₽250 |
| Escape Rope | ₽550 |
| Repel | ₽350 |
| X Speed | ₽350 |
| X Attack | ₽500 |
| X Defend | ₽550 |
| Orange Mail | ₽50 |
| Great Ball | ₽600 |
| Super Potion | ₽700 |

## Event 1: Visit the Gym

Your father runs the Gym in Petalburg City, so be sure to stop there as soon as you visit town. You need to compete at every Gym in Hoenn, but your father will not battle you until you have four Gym badges. However, he offers some words of encouragement and sends you on your way. Your father has a Gym badge that is essential to your adventure, though, so come back to him as soon as you have the required four Gym badges.

## Event 2: Meet Wally

Much like Prof. Birch's child (and a certain gentleman in sunglasses), Wally is somebody you encounter throughout your adventures in Hoenn. Wally is about to head to Verdanturf Town for an extended stay, but your father thinks he should have

a Pokémon to keep him company. Accompany Wally to the grassy Route 102 and help him catch his first Pokémon, Ralts. Perhaps having a Pokémon will be enough to turn Wally's health situation around?

## Event 3: Gym Leader Battle #5– Norman

**Norman, Petalburg Gym Leader**

**Pokémon Type:**

NORMAL

**Recommended Move Type:**

FIGHTING

**Gym Leader's Pokémon**

| Pokémon | LV | Type |
|---|---|---|
| Vigoroth | LV27 | NORMAL |
| Slaking | LV31 | NORMAL |
| Spinda | LV27 | NORMAL |
| Linoone | LV29 | NORMAL |

Once you have earned four Gym badges, it's time to return to Petalburg and battle your father, Norman. But before you can challenge your father, you must battle at least three Trainers first. The Petalburg Gym is set up as a series of rooms. Each room contains a Trainer who specializes in a way of battling, such as causing Confusion or using HP recovery. A sign on each door explains what kind of tactics to expect from the Trainer just beyond.

Your father has set up the Gym this way to test your various methods for reacting to different battling tactics. But when it finally comes time to battle your father, you're going to need more than just a strong Pokémon. Your father has several Potions, so have Pokémon with good moves that can counter his Pokémon types. If you can keep on top of his Pokémon with super effective moves, he won't have a chance to break out his Potions.

### Items Won

Balance Badge: Increases your Pokémon's Defense and allows you to use HM03 (Surf) on the field.

TM42 (Facade)

### TIP

You only need to battle three Trainers to reach Norman, but why not take on all seven and earn the extra experience points?

## Event 4: Post-Gym Pick-Up

After you win the Balance Badge at the Petalburg Gym, visit Wally's House just next door. His father, so pleased with the help you've given Wally, rewards you with HM03 (Surf). This Hidden Machine is pivotal for exploring the waterways and seas of Hoenn.

## NOTE

There's more to do in town than just visit the Gym and see Wally. When you visit the Pokémon Center, look for a gentleman standing near the PC in the corner. The fellow is interested in your exploits and would love to hear all about them. From a collection of available words, assemble a brief profile of yourself and tell it to gentleman.

Don't forget to explore the two small ponds in Petalburg once you receive HM03 (Surf). There are some goodies near the shores that you shouldn't be without!

# Route 104

**Moves Needed:** *HM01 (Cut), HM03 (Surf)*

### Items

- Cheri Berries x2
- Leppa Berries x2
- Oran Berries x2
- Pecha Berries x2
- Poké Ball x2
- Potion
- PP Up x2
- TM09 (Bullet Seed)
- Wailmer Pail
- White Herb
- X Accuracy

### Flower Shop Merchandise

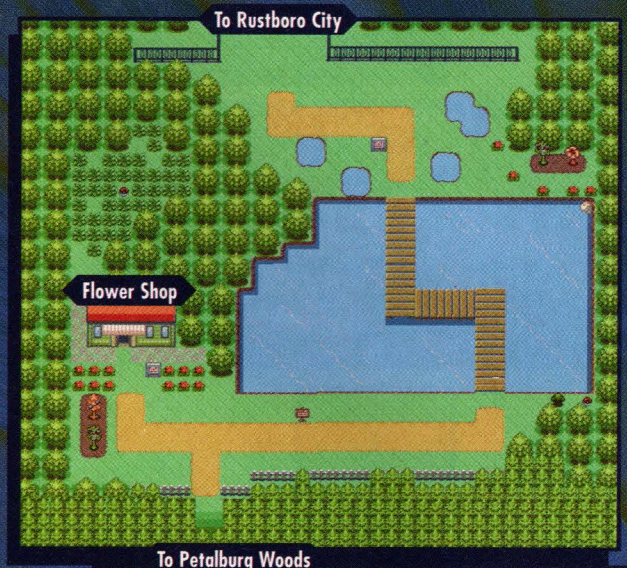
| ITEM | PRICE |
|---|---|
| Big Plant | ₽5,000 |
| Colorful Plant | ₽5,000 |
| Gorgeous Plant | ₽5,000 |
| Pretty Flower | ₽3,000 |
| Red Plant | ₽3,000 |
| Tropical Plant | ₽3,000 |

### Pokémon Appearances on Land

| POKÉMON | CONDITIONS |
|---|---|
| Marill | Common |
| Poochyena | Very Common |
| Taillow | Common |
| Wingull | Common |
| Wurmple | Common |

### Pokémon Appearances in Water

| POKÉMON | CONDITIONS |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod, Super Rod) |
| Pelipper | Rare |
| Wingull | Common |



## Event 1: Visit Mr. Briney's House

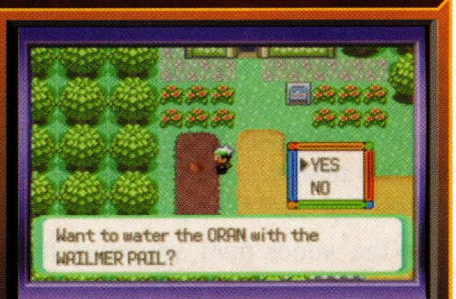
On your way to the Petalburg Woods to the north of this route, look for a small cottage near the shore with a dock next to it. The owner, Mr. Briney, isn't home right now. However, you return later in your adventure for some help from Mr. Briney—after you've helped him.

## Event 2: Get a Green Thumb

After passing through Petalburg Woods, you come upon a small flower shop. It's hard to miss it as the front of the building is decorated with lots of pretty petals. The women running the flower shop aren't selling their wares just yet. They're too busy tending the plants. Talk to them to get the Wailmer Pail, a helpful tool for growing berries in Hoenn.

Check back with the shop after you've completed more of your adventure. As soon as you can start decorating your Secret Base, these women will sell you some plants to liven up the place.

### TIP




After you receive the Wailmer Pail from the flower shop, return to your previous berry seedlings and water them. This helps them grow faster. Water them often and you'll be pleasantly surprised with the results.

### TIP

#### Be Friendly!

Talk to everybody in Hoenn. Almost everybody you meet is gracious and willing to chat, but some of them also share their possessions with you. For example, the young man outside of the flower shop has TM09 (Bullet Seed). He's merrily spitting seeds and would love to share the talent with your Pokémon for absolutely free.

## Event 3: 2-on-2 Battle

After passing through Petalburg Woods, you must cross a bridge. However, there is no way to get past a pair of twins named Mia and Gia. These girls offer you your first 2-on-2 Battle. The battle setup is simple. The first two Pokémon in your pack are brought out. So, before reaching the twins, move the Pokémon you want to use in battle up to the first and second slots.

When you enter a 2-on-2 Battle, you can choose a specific recipient of each of your Pokémon's moves. That includes support moves in addition to offensive moves. For example, if you have a move that raises Attack, you can use it on your other Pokémon. This also raises a challenge. If you have a move that affects all of the Pokémon in the battle, such as Selfdestruct, your other Pokémon will be affected negatively, too.

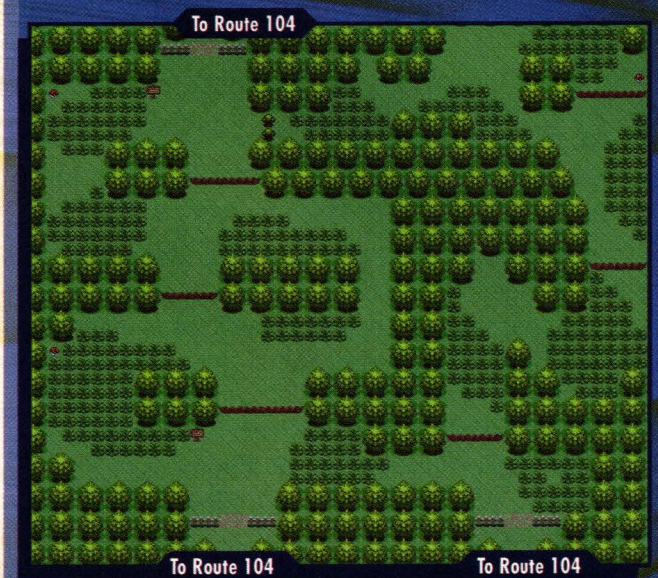
## Event 4: After Visiting Devon Corporation President

Once you have helped the Devon Corporation in Rustboro City and accepted the request of the President, return to Mr. Briney's seaside cottage. The man is so grateful that you helped him retrieve his pet Pokémon that he will ferry you across the sea in his boat. This is the only way to get to Dewford Town right now.

# Petalburg Woods

**Move Needed:** *HM01 (Cut)*

***The Petalburg Woods connects the northern and southern halves of Route 104. The thick forest setting is home to several wild Pokémon, so make sure you have a Poké Ball or two before heading in—especially if you can access the right half of the woods via HM01 (Cut).***




### Items

- Ether
- Great Ball x2
- Miracle Seed
- Parlyz Heal
- Tinymushroom x2
- X Attack

### Pokémon Appearances

| Pokémon | Conditions |
|---|---|
| Cascoon | Common |
| Shroomish | Common |
| Silcoon | Common |
| Slakoth | Rare |
| Taillow | Rare |
| Wurmple | Common |

## Event 1: Aqua Encounter

Your first encounter with the enemy groups in Hoenn, Team Aqua and Team Magma, happens in Petalburg Woods. Unlike the previous games, *Pokémon Ruby* and *Pokémon Sapphire*, you are caught in the middle of a conflict between the two teams, rather than just taking one side over the other.

In the woods here, you meet Team Aqua. They are attempting to steal something from a researcher from Devon Corporation. Battle the Team Aqua Grunt to prevent him from accomplishing his mission. After the battle, the researcher shows his appreciation by handing over a Great Ball.

## Event 2: Into the Woods

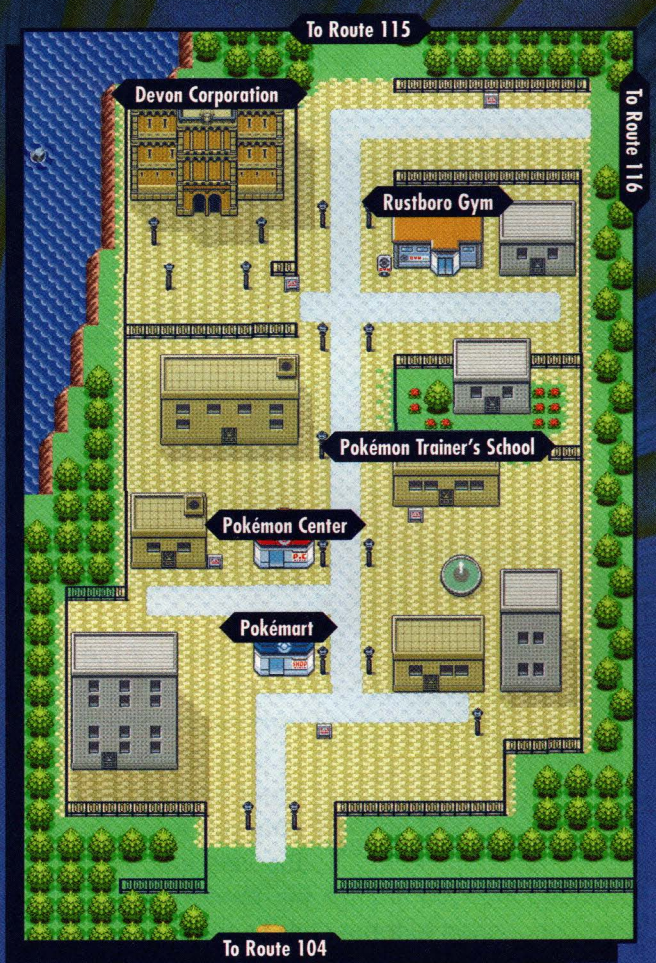
Once you have HM01 (Cut), you can access the right half of Petalburg Woods, including a passage leading back to a previously inaccessible area in Route 104. Explore the woods completely to pick up some great Items and add to your Pokémon collection.

## NOTE

None of the three starting Pokémon (Torchic, Treecko, or Mudkip) can use HM01 (Cut). You must catch a wild Pokémon, such as a Zigzagoon, to be able to use the Hidden Machine's new move.

# Rustboro City

**Moves Needed:** *None*




### Items

- Exp. Share
- Great Ball
- HM01 (Cut)
- Letter
- PokéNav
- Premier Ball
- Quick Claw
- Stone Badge
- TM39 (Rock Tomb)
- X Defend

### Pokémart Merchandise

| ITEM | PRICE |
|---|---|
| Poké Ball | ₽200 |
| Repeat Ball* | ₽1,000 |
| Timer Ball* | ₽1,000 |
| Potion | ₽300 |
| Super Potion | ₽700 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Escape Rope | ₽550 |
| Repel | ₽350 |
| X Speed | ₽350 |
| X Attack | ₽500 |
| X Defend | ₽500 |

* These two Balls appear in the catalog only after you smash the rocks blocking Rusturf Tunnel.

### Pokémon Appearances

| POKÉMON | CONDITIONS |
|---|---|
| Anorith | Take Claw Fossil to Devon Corporation |
| Lileep | Take Root Fossil to Devon Corporation |
| Seedot | Trade with townsperson |

***Rustboro City is home to the first Gym you can compete in—against Gym Leader Roxanne. After touring this pleasant little burg, head for the Gym and prove yourself against this accomplished Trainer. Emerge victorious and you are well on your way to becoming a Pokémon Master.***

## FANCY A TRADE?

If you want a Grass-type Pokémon on your team, talk to the townsperson in the house to the right of the Gym. The townsperson wants to trade a Seedot for a Ralts. If you did not choose Treecko at the beginning of the adventure, this is a good opportunity to get a Grass-type Pokémon and start leveling it up.

## Event 1: Visit Cutter's House

After stopping by the Pokémon Center to rest up your Pokémon, head into Cutter's House. This is where you receive your first Hidden Machine, HM01 (Cut). This new move allows you to cut down trees, such as the ones blocking your path in Petalburg Woods. There's a slight catch, though. You cannot use the Hidden Machine until you possess the Stone Badge—which is granted only to a Trainer who beats the local Gym Leader.

## Event 2: Pokémon Trainer's School

You may have the new Hidden Machine, but don't rush to the Gym just yet. Stop at the Pokémon Trainer's School and meet a group of budding Trainers under the tutelage of a wise teacher. Of course, none of the kids are paying much attention, but if you listen to the teacher, he rewards you with a special Item: Quick Claw. This Item proves quite useful during your first Gym battle.

## Event 3: Gym Leader Battle #1—Roxanne

**Roxanne, Rustboro Gym Leader**

**Pokémon Type:**
ROCK

**Recommended Move Type:**
WATER
GRASS

**GYM LEADER'S POKÉMON**

| POKÉMON | LV | TYPE |
|---|---|---|
| Geodude | LV12 | ROCK / GROUND |
| Geodude | LV12 | ROCK / GROUND |
| Nosepass | LV15 | ROCK |

While many of the later Gyms are set up as puzzles, the Rustboro Gym is fairly straightforward. Head through the hallways until you reach Roxanne at the very end. It's recommended that you engage the Trainers along the way. You can always exit the Gym to rest up before the showdown with the Gym Leader.

Once you do reach Roxanne, don't send out a Fire-type Pokémon. (If you chose Torchic as your first Pokémon, you better have other Pokémon in your menagerie to bring out.) However, if you caught a Water-type Pokémon (or traded for the Seedot), you have a good shot at beating Roxanne. Just keep on

volleying Water- and Grass-type Moves at her Rock-type Pokémon and the Gym badge (specifically, the Stone Badge) will be yours.

### Items Won

Stone Badge: Raises your Pokémon Attack strength and allows you to use HM01 (Cut).

TM39 (Rock Tomb)

## Event 4: Devon Corporation Gets Robbed

Beating the Gym Leader is hardly the end of the excitement in Rustboro City. Team Aqua apparently regrouped while you were busy and successfully robbed the Devon Corporation. You are led to the same researcher that you met before. He's staring in disbelief that Team Aqua was able to steal his Devon Goods. The thief is hiding in Rusturf Tunnel, so if you can catch up with him and defeat him, the Devon Corporation will be extremely grateful. This gratefulness translates into a handsome reward.

### TIP

Explore all of the buildings in this city. A boy in the apartment complex south of the Devon Corporation is giving away a Premier Ball, a very special type of Poké Ball. Once you get it, hold on to the Premier Ball. Don't use it right away. Save this strong Poké Ball for later in your adventures when you discover a truly rare Pokémon.

## Event 5: Returning the Devon Goods

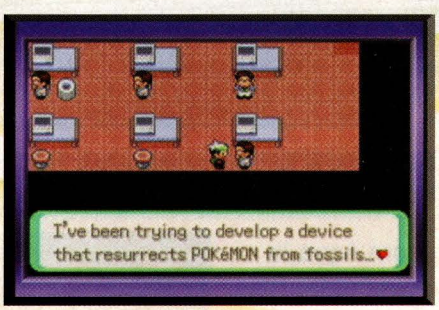
After defeating the Team Aqua Grunt in the Rusturf Tunnel and recovering the Devon Goods, return to the Devon Corporation. Give the Devon Goods to the researcher and he takes you upstairs to the top floor office of the President of the company. You've proved your reliability, and the President has a couple of tasks for you. You need to take a Letter to a Trainer named Steven in Dewford Town and deliver a package to Capt. Stern in Slateport City. Both of these cities are reached by water, so you need to find a boat first.

The President doesn't ask you to run these errands for free. He gives you a new Item called the PokéNav. This communication and information tool is invaluable to Trainers. The PokéNav allows you to receive messages from Trainers you've met and battled. It also holds a map of Hoenn that proves extremely useful when you are outside of battle.

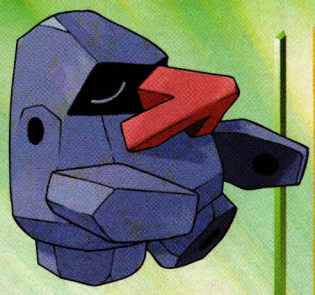
### TIP

After you deliver the Letter to Steven, return to see the President. He gives you the Exp. Share, a Held Item that that helps you level up your newer Pokémon faster—even without them having to set foot in a battle.

## Event 6: Archaeology Hunt




The second floor of the Devon Corporation is entirely dedicated to developing new Pokémon technologies. Some of the gadgets in the works are a little silly, but make sure to chat with the scientist in the room's far corner.



He's making serious progress on an invention that will restore Pokémon from their fossils.

Return to this fellow after you find either the Root Fossil or the Claw Fossil from the Mirage Tower. He'll take the fossil and get to work on restoring the Pokémon. This process takes time, though, so leave the scientist to his work after giving him the fossil. The reward is well worth the time.

## NOTE

Two special Poké Balls go on sale in the Pokémart only after you open the path in the Rusturf Tunnel. The Timer Ball is a handy Poké Ball that becomes more and more effective the longer the battle rages. So if you are in for a long battle against a wild Pokémon, having a Timer Ball in your Bag makes the effort worth it. The Repeat Ball has a higher capture rate for Pokémon you have already caught. For example, if you have caught a Marill that has already evolved into Azumarill, you can use a Repeat Ball to easily catch a new Marill.

# Route 116

**Move Needed:** *HM01 (Cut)*

### Items

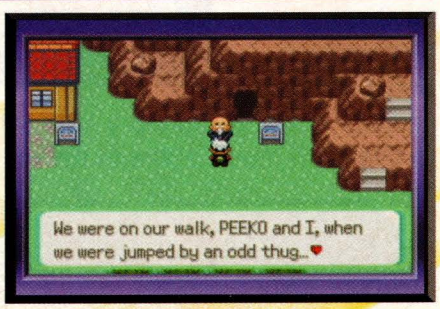
- Blackglasses
- Chesto Berries x2
- Ether
- HP Up
- Pinap Berries x3
- Repeat Ball
- Repel
- X Special

### Pokémon Appearances

| Pokémon | Conditions |
|---|---|
| Nincada | Common |
| Poochyena | Common |
| Skitty | Rare |
| Taillow | Common |
| Whismur | Common |

## Event 1: Rescue Mr. Briney's Pet

Team Aqua is doing more than stealing Devon Goods—they're harassing poor Mr. Briney. The Grunt has abducted Mr. Briney's pet Pokémon, Peeko, and is holding it in the Rusturf Tunnel. Get in there and rescue Peeko. Not only is it the right thing to do, but Mr. Briney will then agree to ferry you across the seas to Dewford Town and Slateport City—both places you need to go for the President of Devon Corporation.



## Event 2: Opening Rusturf Tunnel

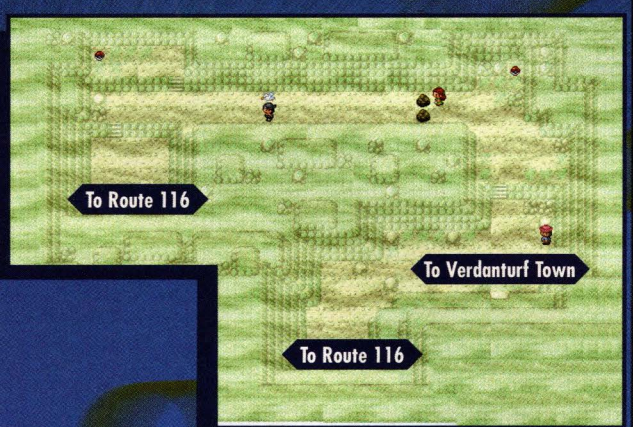
After you open up the tunnel from the other side (via Verdanturf Town), you can check out the small area on the east side of Route 116. A man there is frantically searching for his glasses. Use the Itemfinder to help him locate the specs and receive the Blackglasses, a good Item for Dark-type Pokémon to have.

### NOTE

Turn up the sound on your Game Boy Advance or Nintendo DS (or plug in the headphones) when using the Itemfinder. The gadget beeps loudly when you are near a special Item.

## Rusturf Tunnel

**Move Needed: *HM06 (Rock Smash)***



**Items**

- Devon Goods
- HM04 (Strength)
- Max Ether
- Poké Ball

**Pokémon Appearances**

| Pokémon | Conditions |
|---|---|
| Whismur | Very Common |

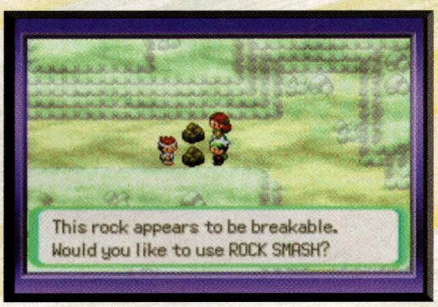
## Event 1: Get the Goods

The Team Aqua Grunt that's causing so much trouble for everyone has holed up in the Rusturf Tunnel. Enter the tunnel to battle him. If you win, the Team Aqua Grunt willingly (but reluctantly) hands over the Devon Goods and releases Peeko. Return the Devon Goods and Peeko to their rightful owners for your rewards.

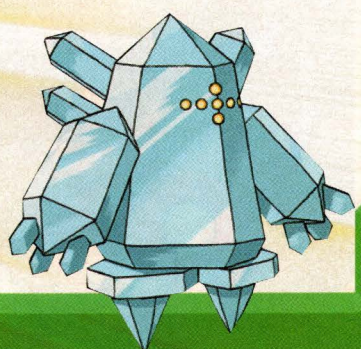
### TIP

While the wild Whismur in Rusturf Tunnel aren't that formidable, you may wish to use a Repel to prevent them from engaging you on the way to the Team Aqua Grunt. That way, you can approach the battle with Pokémon with full HP and PP for their moves.

## Event 2: Clearing Rusturf Tunnel




HM06 (Rock Smash) allows you to smash the boulders in Rusturf Tunnel, but only after you have received the Dynamo Badge. Smashing those rocks not only reunites the two love-struck kids in the tunnel, but you also open up a clever shortcut between Rustboro City and Verdanturf Town.



# Route 105, Route 106, and Dewford Town

**Move Needed:** *HM03 (Surf)*

*Your next stop, Dewford Town, lies along the sea route of southern Hoenn. After passing through the rocky straits, you come to this quiet island community, complete with its own Gym.*

### Items

- Full Heal
- Iron
- Knuckle Badge
- Old Rod
- Protein
- Silk Scarf
- TM08 (Bulk Up)
- TM36 (Sludge Bomb)

### Pokémon Appearances on Land (Route 105)

| Pokémon | Conditions |
|---|---|
| Regice | Island Cave, after Sealed Chamber mystery is solved |

### Pokémon Appearances in Water (Route 105)

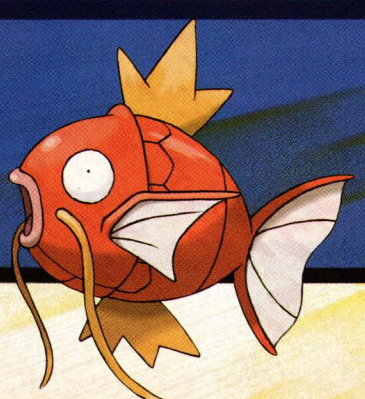
| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

### Pokémon Appearances in Water (Route 106)

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

### Pokémon Appearances in Water (Dewford Town)

| Pokémon | Conditions |
|---|---|
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wingull | Very Common |



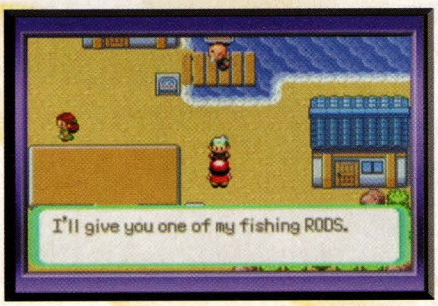
## USING SURF

Without the Balance Badge or HM03 (Surf), you must rely on Mr. Briney and his boat to get across the water to Dewford Town and Slateport City. Because you are riding in a vessel, you pass the swimming Trainers without a battle invitation. You also don't encounter any wild Pokémon. However, as soon as you can use HM03 (Surf), you can tackle the sea routes yourself and challenge the many Trainers in the water. This is a great way to pick up additional experience for your Pokémon.

## NOTE

You pass an Island Cave on the way between Route 104 and Dewford Town. Until you learn HM03 (Surf) and have the Balance Badge, you cannot visit this mysterious locale. And even when you can, there is still another puzzle to solve before a door magically opens. Could this be the resting place of the Legendary Ice-type Pokémon, Regice?

## Event 1: Learn to Fish

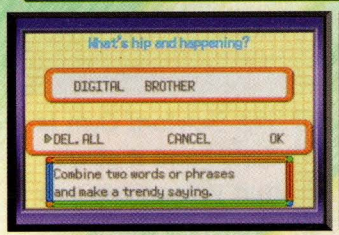



After stepping off Mr. Briney's boat, see the fisherman on the beach. Share your love of the sea with him and he gives you the Old Rod as a sign of friendship. Now you can start fishing for wild Pokémon in Hoenn's waters.

## TIP

Even though you have a Rod now, you cannot just start catching every wild Pokémon in the water. Some Pokémon will not bite on a line from the Old Rod—and some are so picky they will wait for the Super Rod before getting interested.

## Event 2: Trendy Folks



The good people of Dewford Town are into the latest trends, whatever those may be. You can have a big effect on the local scene at Dewford with a few choice words. Talk to the boy just north of the Pokémon Center. He tries to impress you with how cool he is, but you can teach him what cool truly means. Come up with a two-word phrase and teach it to the boy. Before you know it, everybody in town is gabbing about your new catchphrase.

There is a tiny house by the dock where Mr. Briney drops you off. Pop inside and chat with the people there. They bestow upon you the latest in trendy duds, the Silk Scarf.

## Event 4: Gym Leader Battle #2– Brawly

**Brawly, Dewford Gym Leader**

**Pokémon Type:**
FLYING

**Recommended Move Type:**
FIGHTING
PSYCHIC

### Gym Leader's Pokémon

| Pokémon | LV | Type |
|---|---|---|
| Machop | LV16 | Fighting |
| Meditite | LV16 | Fighting |
| Makuhita | LV19 | Fighting |

The Dewford Gym is dark—and it stays that way unless you challenge the multitude of Trainers that line the path to Gym Leader Brawly. Every time you complete a battle, a little more light is shed on the Gym. Once the path to Brawly has been fitfully illuminated, challenge the Gym Leader's Fighting-type Pokémon with Flying- or Psychic-type Moves. You'll do even better if these moves come from same-type Pokémon. Keep countering his moves with powerful attacks and the Knuckle Badge will be yours.

### Items Won

Knuckle Badge: Pokémon up to LV30 will obey your commands. Also allows you to use HM05 (Flash) outside of battle.

TM08 (Bulk Up)

## Granite Cave

**Moves Needed:** *HM05 (Flash), HM06 (Rock Smash), Mach Bike*

### Items

- Escape Rope
- Everstone
- HM05 (Flash)
- Poké Ball
- Rare Candy
- Repel
- TM47 (Steel Wing)

*Granite Cave is a pretty dark place, unless you have Flash, which allows you to light up the cavern. Granite Cave is definitely worth exploring. You'll find many good items inside, as well as a few new wild Pokémon that you should definitely try to capture with Poké Balls.*

**Pokémon Appearances on 1F**

| Pokémon | Conditions |
|---|---|
| Geodude | Common |
| Makuhita | Very Common |
| Zubat | Common |

**Pokémon Appearances on 1F (Small Chamber)**

| Pokémon | Conditions |
|---|---|
| Aron | Common |
| Makuhita | Very Common |
| Zubat | Common |

**Pokémon Appearances on B1**

| Pokémon | Conditions |
|---|---|
| Aron | Very Common |
| Makuhita | Very Common |
| Sableye | Common |
| Zubat | Common |

**Pokémon Appearances on B2**

| Pokémon | Conditions |
|---|---|
| Abra | Common |
| Aron | Very Common |
| Geodude | Very Common (Rock Smash boulders) |
| Nosepass | Common (Rock Smash boulders) |
| Sableye | Common |
| Zubat | Common |

## Event 1: Grab the Everstone

While searching for Steven, you come across the special boulder, raised on a small ledge. Examine the boulder to receive the Everstone, a special Held Item that affects a Pokémon's Evolution process. If you have a Pokémon that you do not want to evolve, pass it the Everstone and it will not try to evolve after each level up past the Evolution requirement.

## Event 2: Speedy Delivery

After trekking through the Granite Cave all the way to the small outside section of 1F (the route takes you through the other two floors of the cave), you come to Steven. Hand off the Letter to Steven and he gives you TM47 (Steel Wing) in appreciation. Place this powerful TM in your Bag and exit Granite Cave with the Escape Rope, or weave back through the passages and keep encountering wild Pokémon.

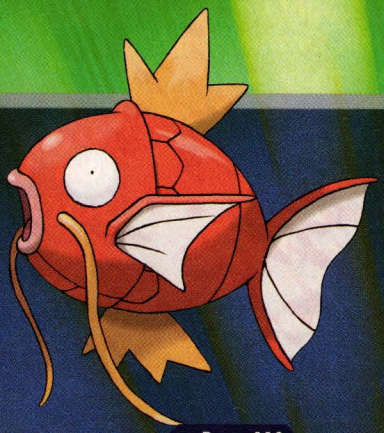
### TIP

Return to Granite Cave after you have picked up the Mach Bike from Rydel in Mauville City. This lets you zoom up the steep slope on B1 and cross the fragile floor. You have to be swift, though. Stop too long to make a turn and the floor will crumble beneath your wheels. Explore the rest of the cave on the Mach Bike to pick up some rare Items.

# Routes 107, 108, 109, and Slateport City

**Move Needed:** *HM03 (Surf)*

*At the end of what might have been a long voyage—Mr. Briney sure steers fast—you come to Slateport City, a coastal community built on a beautiful beach. Slateport City is one of the few major Hoenn metropolises that doesn't have its own Gym. Instead, the city hosts a Battle Tent.*

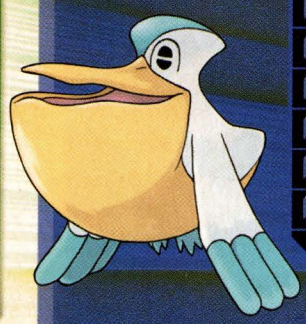


### Pokémon Appearances in Water (Route 107, 108, 109, and Slateport City)

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

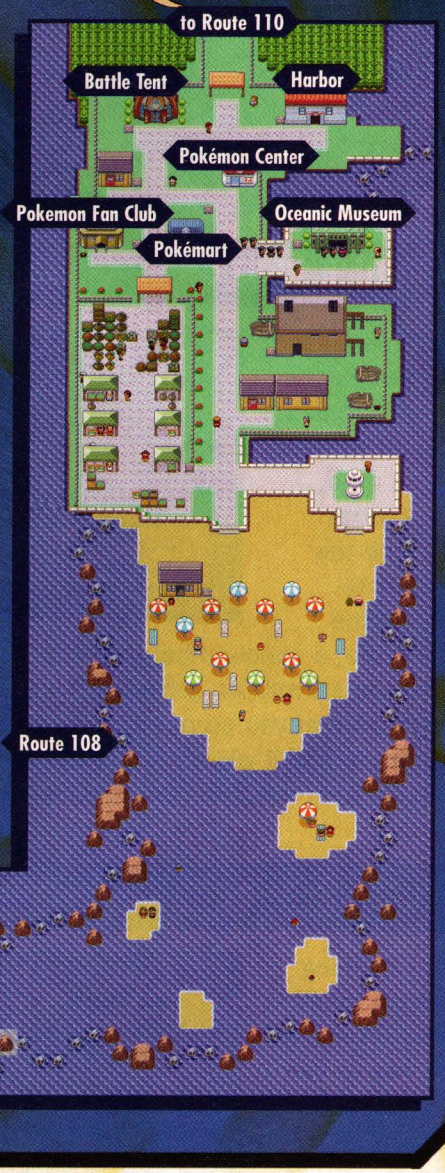
### Items

- Deepseascale or Deepseatooth
- Powder Jar
- PP Up
- Soda Pop x6
- Soft Sand
- Soothe Bell
- TM41 (Torment)
- TM46 (Thief)



### Pokémart Merchandise

| Item | Price |
|---|---|
| Poké Ball | ₽200 |
| Great Ball | ₽600 |
| Potion | ₽300 |
| Super Potion | ₽700 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Escape Rope | ₽550 |
| Repel | ₽350 |
| Harbor Mail | ₽50 |



## SLATEPORT MARKET

Slateport City has more commerce opportunities than most Hoenn towns. Regular citizens sell special wares at an open-air market to the beach's north. After you receive TM43 (Secret Power) on Route 111, the two kids at the top edge of the market start selling some slick decorations for your Secret Base.

**DOLL SHOP**

| ITEM | PRICE |
|---|---|
| Azurill Doll | ₽3,000 |
| Marill Doll | ₽3,000 |
| Skitty Doll | ₽3,000 |

**ENERGY GURU**

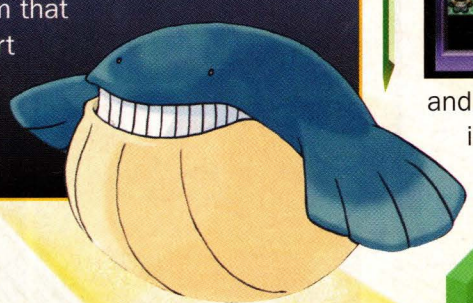
| ITEM | PRICE |
|---|---|
| Protein | ₽9,800 |
| Iron | ₽9,800 |
| Carbos | ₽9,800 |
| Zinc | ₽9,800 |
| Calcium | ₽9,800 |
| HP Up | ₽9,800 |

**SECRET POWER CLUB SHOP**

| ITEM | PRICE |
|---|---|
| Red Brick | ₽500 |
| Blue Brick | ₽500 |
| Yellow Brick | ₽500 |
| Red Balloon | ₽500 |
| Blue Balloon | ₽500 |
| Yellow Balloon | ₽500 |
| C Low Note Mat | ₽500 |
| D Note Mat | ₽500 |
| E Note Mat | ₽500 |
| F Note Mat | ₽500 |
| G Note Mat | ₽500 |
| A Note Mat | ₽500 |
| B Note Mat | ₽500 |
| C High Note Mat | ₽500 |

### NOTE

The trip to Slateport City on Mr. Briney's Vessel is fast—blink and you might miss the Abandoned Ship on the way to the city. Once you have HM03 (Surf) and HM08 (Dive), return to this vessel and seek out a special Item that Capt. Stern of Slateport City has been looking for. He will reward your efforts.



### Event 1: Fizzy Drinks

There is a small beach house on the sand in front of Slateport City. The joint is full of Trainers, but if you win every battle, the owner gives you a six-pack of Soda Pop. This fizzy drink restores your Pokémon's HP.

### Event 2: Shipyard

The President asked you to deliver a package to Capt. Stern, so visit the Shipyard to make the drop. Unfortunately, Capt. Stern isn't there. He's away right now doing some important work.

### Event 3: Oceanic Museum

On your first visit to the Oceanic Museum, you cannot get in. Out front, there is a huge line of people with very familiar-looking uniforms. But after you find out that Capt. Stern is absent, the line has vanished. Head into the Oceanic Museum, pay the entrance fee, and then start talking to everybody inside. You'll run into a Team Aqua Grunt you had a previous encounter with, and his ego is still bruised. However, he gives you a gift.

Find Capt. Stern upstairs among the ship models. When you try to give the Devon Goods to Capt. Stern, though, the Team Aqua Grunts attempt to steal the package again. Battle the Grunts to keep them from getting the Goods.

## NOTE

After you leave the Oceanic Museum, you're visited by a stranger who is currently chronicling talented Trainers. And it seems he has his eye on you. Who is this fellow?

## Event 4: See the City

Explore the entirety of Slateport City after dropping the Devon Goods off with Capt. Stern. The open-air market has lots of fantastic goods. And visit the Pokémon Fan Club to learn valuable insights on how to condition Pokémon for Pokémon Contests. You receive an essential Item, the PokéBlock Case, inside this clubhouse.

The Chairman of the Pokémon Fun Club awards you a specific colored scarf if you have completely maxed out your lead Pokémon's Condition with PokéBlocks.

**If your Pokémon has a high Beauty rating, he awards a Blue Scarf.**

**If your Pokémon has a high Cool rating, he awards a Red Scarf.**

**If your Pokémon has a high Cute rating, he awards a Pink Scarf.**

**If your Pokémon has a high Smart rating, he awards a Green Scarf.**

**If your Pokémon has a high Tough rating, he awards a Yellow Scarf.**

Speak to two more people inside the clubhouse. A club member gives you a Soothe Bell if your Pokémon truly likes you. And a Move Tutor in the clubhouse teaches Swagger.

## NOTE

For a complete list of all the Move Tutors and their locations, see the Lists chapter of this guide.

## Event 5: After Defeating Team Magma

After you defeat Team Magma at their Hideout on Jagged Pass, return to Slateport City to catch up with Team Aqua. They successfully steal Capt. Stern's submersible, but the chase to find it leads you to the feet of a very impressive Pokémon.

## Event 6: After Exploring the Abandoned Ship

Once you finish exploring the Abandoned Ship, return the Scanner to Capt. Stern at the Shipyard. As a reward, Capt. Stern gives you one of two Held Items that help a Clamperl evolve. If you choose the Deepseatooth and then trade the Clamperl to another Trainer, it evolves into a Huntail. If you choose the Deepseascale and perform the trade, the Evolution results in a Gorebyss.

## SLATEPORT CITY BATTLE TENT

Slateport hosts the first of three Battle Tents you encounter during your travels through Hoenn. These contests test your skills as a Trainer by providing highly individual challenges. At the Slateport Battle Tent, you must complete a series of battles—but not with your own Pokémon. You must choose three of five randomly selected rental Pokémon and battle Trainers with their own randomly selected Pokémon. If you can win three battles in a row, you will win a Full Heal.

You don't have to do all three battles in a row. You can save between each round in case the battle goes awry. But if you go from one victory into another round without saving your game, you must start all over again if you lose.

# Route 110

**Moves Needed:** *HM03 (Surf), Mach Bike or Acro Bike*

### Pokémon Appearances on Land

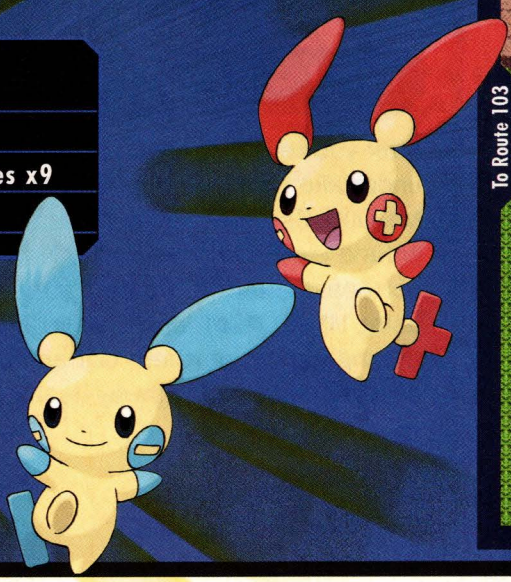
| Pokémon | Conditions |
|---|---|
| Electrike | Common |
| Gulpin | Common |
| Minun | Common |
| Oddish | Common |
| Plusle | Rare |
| Poochyena | Common |
| Wingull | Rare |

### Pokémon Appearances in Water

| Pokémon | Conditions |
|---|---|
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

### Items

- Dire Hit
- Itemfinder
- Nanab Berries x9
- Rare Candy



## Event 1: Trick House

When you walk up the path through Route 110, you come across a small house with a pink roof: Trick House. This is the home of the Trick Master, a mischievous man who arranges his house differently after every one of your badge battles. If you manage to find the Trick Master when you enter the home (and he moves with every visit), he lets you attempt to weave your way through his back room.

There are two goals inside the Trick House. First, you must find the password that allows you through the exit, and then you must find the exit itself. The Trick House is full of Trainers who have lost their way inside. There are eight different variations on the Trick House, but the Trick Master needs time to re-do the labyrinth after you successfully complete one, so stop back later to see what surprises he has in store for you.

**Trick Master**

| Visit | Hiding Place | Prize |
|---|---|---|
| 1 | Under Table | Rare Candy |
| 2 | Right Tree | Timer Ball |
| 3 | Chest of Drawers | Hard Stone |
| 4 | Left Window | Smoke Ball |
| 5 | Left Tree | TM12 (Taunt) |
| 6 | Cupboard | Magnet |
| 7 | Right Window | PP Max |
| 8 | SW Cushion | Tent |

## Event 2: Cycling Road

A bicycle highway above Route 110 offers a quick route to Mauville City. However, you don't have a Bike just yet, so the high road is off-limits. After you get either the Mach Bike or the Acro Bike from Mauville City, you can use the Cycling Road to quickly zip between Mauville City and Slateport City.

A race sheet on the road chronicles the fastest times from one end to the other, but it also counts the number of collisions you have, so watch the road!

## Event 3: Battle with Prof. Birch's Child

Prof. Birch's kid is waiting for you on Route 110. He or she has been practicing battle tactics and has assembled some strong Pokémon. You cannot pass into Mauville City without battling this budding Trainer, so make sure your Pokémon are in top condition before the challenge. If you win the battle, you receive the Itemfinder. The Itemfinder helps you discover dropped or buried Items in Hoenn. The Itemfinder beeps when you are near a secret Item, so prick up your ears and keep your eyes on the ground.

## Event 4: New Mauville

After you receive HM03 (Surf), there is a quest to undertake south of Mauville City. Talk with a man in Mauville City, and he asks you to visit an underground electrical plant called New Mauville, in the northeast corner of Route 110. Access the island by using HM03 (Surf) at the water's edge near the Cycling Road's northern exit and head to the east, ducking under the highway itself.

# Mauville City

**Moves Needed:** *None*

**Items**

- Basement Key
- Coin Case
- Dynamo Badge
- HM06 (Rock Smash)
- Mach Bike or Acro Bike
- TM24 (Thunderbolt)
- TM32 (Double Team)
- TM34 (Shock Wave)
- Coins x20
- X Speed

**Pokémart Merchandise**

| ITEM | PRICE |
|---|---|
| Poké Ball | ₽200 |
| Great Ball | ₽600 |
| Super Potion | ₽700 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Awakening | ₽250 |
| X Speed | ₽350 |
| X Attack | ₽500 |
| X Defend | ₽550 |
| Guard Spec. | ₽700 |
| Dire Hit | ₽650 |
| X Accuracy | ₽950 |

***Mauville City is situated at the north end of the bicycle highway that sits high above Route 110. The city hosts its own Gym, in which you must compete if you want to earn the necessary talents to progress deep into Hoenn. Check out all of the town's features, as there is a lot to do in Mauville that you cannot do elsewhere, such as get a Bike or try out some parlor games for prizes.***

## Event 1: Find HM06 (Rock Smash)

The first thing to do in Mauville is to head into the house to the Pokémart's right. The person inside thinks your Pokémon look strong enough to handle a new Hidden Machine, HM06 (Rock Smash). You now can dispose of the boulders that impede your progress. All you need now is the Dynamo Badge to unlock its strength.

## Event 2: Get a Bike

You cannot use the highway along Route 110 without a Bike, so stop by the pink-roofed house on the city's right side. The owner of the bicycle shop, Rydel, sells two styles of bicycles: a speed Bike (Mach Bike) and a trick Bike (Acro Bike). Rydel is kind enough to give you one for free, but even better, he lets you bring it back and trade it for the other Bike style whenever you want.

Use the Mach Bike to cover distance quickly, or zip across fragile floors and head up steep slopes. The Acro Bike is slick enough to let you hop across special trick routes and access previously unreachable areas.

## Event 3: Battle with Wally

Before you can enter the Mauville Gym, you must battle against Wally. The little fella has been practicing his battling skills since you first saw him and would like to challenge you. Wally has a Ralts at LV16.

## Event 4: Gym Leader Battle #3–Wattson

**Wattson, Mauville Gym Leader**

**Pokémon Type:**
ELECTRIC

**Recommended Move Type:**
GROUND
FIGHTING
FIRE

**Gym Leader's Pokémon**

| Pokémon | LV | Type |
|---|---|---|
| Electrike | LV20 | ELECTRIC |
| Magneton | LV22 | ELECTRIC / STEEL |
| Manectric | LV24 | ELECTRIC |
| Voltorb | LV20 | ELECTRIC / STEEL |

The path to Wattson is blocked by a series of electric fences. The fences are controlled by switches on the Gym's floor, so carefully step on the switches to open up the route to Wattson. Battle the Trainers on the way for valuable experience. Remember, you can always step outside the Gym and visit the Pokémon Center before going in for the final challenge.

Wattson's line-up is primarily Electric-type Pokémon, but two of them also have Steel-type traits, so in addition to using reliable Ground-type Moves, you can also use Fire- and Fighting-type Moves to wrest the Dynamo Badge from Wattson.

### Items Won

Dynamo Badge: Increases your Pokémon's Speed and grants use of HM06 (Rock Smash) outside of battle.TM34 (Shock Wave)

## Event 5: New Mauville Quest

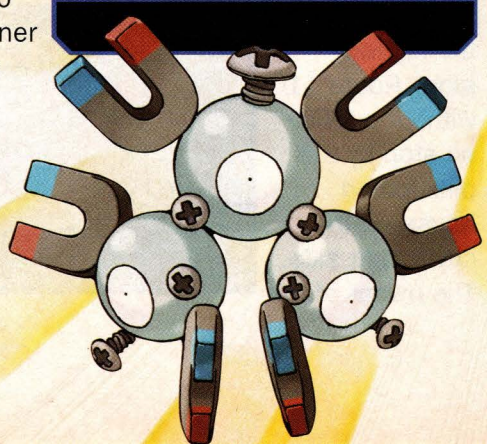
After you can use HM03 (Surf), seek out Wattson standing at the crossroads in Mauville City. He asks you to perform a quest to help Mauville City. Apparently the electric generation in the underground New Mauville is malfunctioning. Wattson gives you the Basement Key that grants access to New Mauville. If you complete his task, he gives you the TM24 (Thunderbolt).

## MAUVILLE CITY GAME CORNER

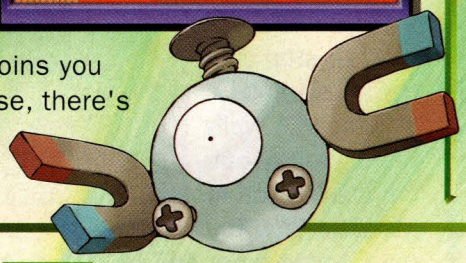
Check out the Game Corner in the southwest corner of Mauville City where you can exchange some ₽ for Coins and play a couple of minigames. However, before you can play, you must get a Coin Case from the woman who lives next to the Pokémart. (She requests the Harbor Mail in return.) Once you have the Coin Case, return to the Game Corner and buy some Coins to get started. You can exchange the Coins you win for great prizes at the main counter.

**Game Corner Prizes**

| Item | Price in Coins |
|---|---|
| TM32 (Double Team) | 1,500 |
| TM29 (Psychic) | 3,500 |
| TM35 (Flamethrower) | 4,000 |
| TM24 (Thunderbolt) | 4,000 |
| TM13 (Ice Beam) | 4,000 |
| Treecko Doll | 1,000 |
| Torchic Doll | 1,000 |
| Mudkip Doll | 1,000 |



The Slot Machines let you bet Coins on a series of lines. If you line up certain icons, you win more Coins. The more Coins you play in a turn, the more Coins you might win. Of course, there's always a chance you'll lose, too.



The Roulette Tables allow you to bet on which symbol the metal ball will drop on after spinning around the wheel. There are multiple ways to bet on this game, such as picking individual spaces or choosing all symbols of a like-color.

Before leaving, talk to the girl in the corner. She won an extra Doll and is happy to share it with you.

# Route 117

**Moves Needed:** *HM01 (Cut), HM03 (Surf)*

**Items**

- Great Ball
- Revive
- Wepear Berries x9

**Pokémon Appearances on Land**

| Pokémon | Conditions |
|---|---|
| Illumise | Common |
| Marill | Common |
| Oddish | Very Common |
| Poochyena | Common |
| Volbeat | Very Rare |

**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Corphish | Common (Good Rod); Very Common (Super Rod) |
| Goldeen | Very Rare (Old Rod); Common (Good Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Marill | Very Common |

## Event 1: Visit the Day Care Center

The Day Care Center is an incredibly important location in Hoenn. This is where you can drop off your Pokémon, two at a time, to level up while you are away on your adventures. It only costs ₽100 to drop them off and another ₽100 for every level they gain while in the Day Care Center's custody.

The Day Care Center is also where breeding happens. If you drop two compatible Pokémon off at the center, you may find a surprise when you return: an Egg. Carry the Egg with you and it will soon hatch into a new Pokémon.

## TIP

There are a lot of Trainers on the west route to Verdanturf Town. If you want to gain more experience and cash, this is an excellent place to do so.

# Verdanturf Town

**Moves Needed:** *None*

**ITEM**

TM45 (Attract)

***Verdanturf Town is a smaller township in Hoenn, located near the center of the main landmass. The other entrance to the Rusturf Tunnel is here, which is almost complete. Perhaps you can help the final stage of construction and maybe earn something cool in the process?***

**POKÉMART MERCHANDISE**

| ITEM | PRICE |
|---|---|
| Great Ball | ₽600 |
| Nest Ball | ₽1,000 |
| Super Potion | ₽700 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Awakening | ₽250 |
| Ice Heal | ₽250 |
| Burn Heal | ₽250 |
| Repel | ₽350 |
| X Special | ₽350 |
| Fluffy Tail | ₽1,000 |

## Event 1: Check in on Wally

Verdanturf was where Wally was headed the last time you saw him, so stop by his house and say "hello." Wally feels good about his loss to you in Mauville City. You've actually inspired him to try even harder next time. And he will, so be ready.

## Event 2: Visit Rusturf Tunnel

Enter the cave between the Battle Tent and the Pokémart. This is Rusturf Tunnel, and you've been here before—but on the other side of the boulders that block the tunnel. Use HM06 (Rock Smash) to eliminate the obstruction and unite Verdanturf Town citizen Wanda with her boyfriend. In return for your assistance, you receive TM45 (Attract). You now have a great shortcut between Rustboro City and Verdanturf Town.

## VERDANTURF TOWN BATTLE TENT

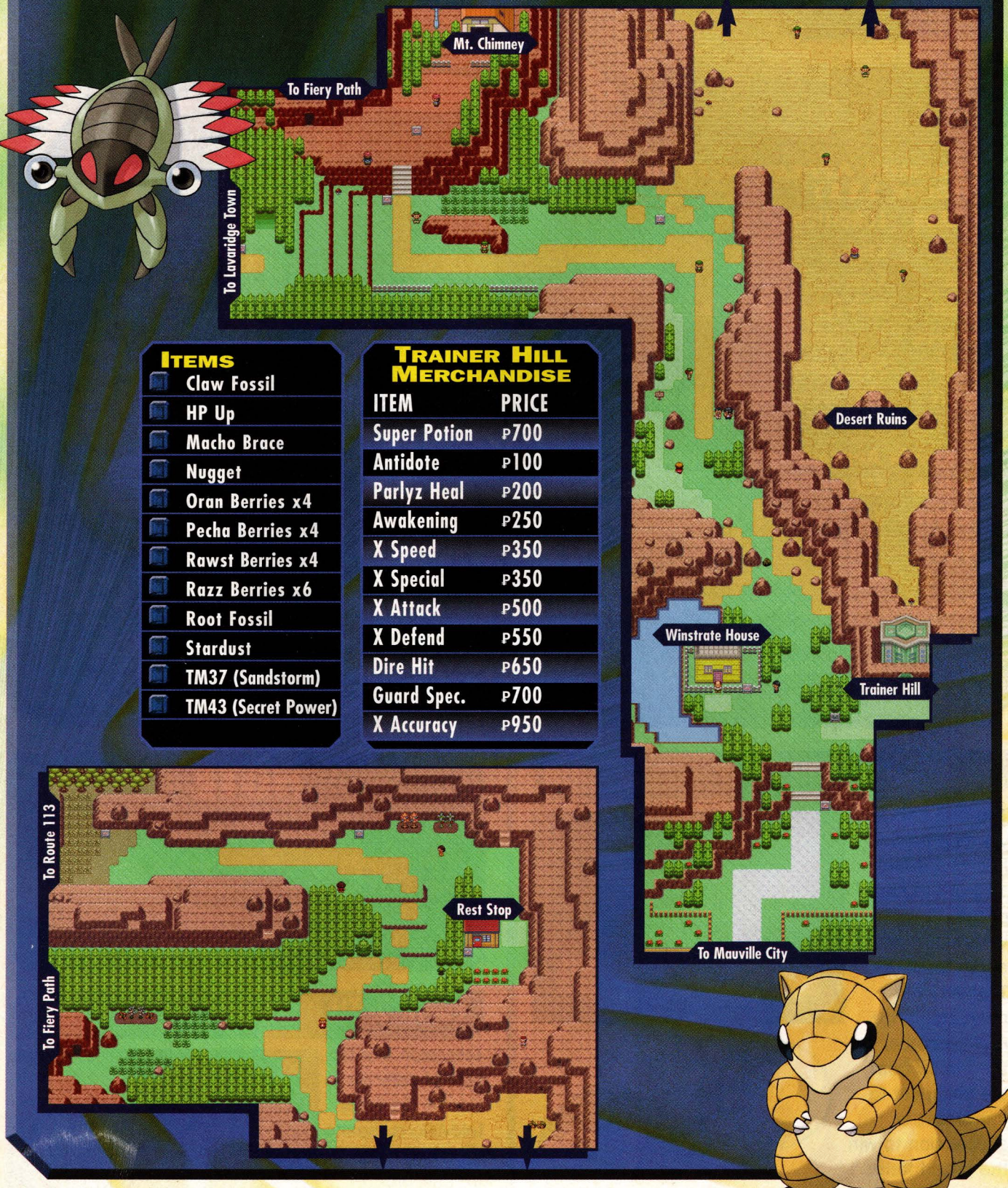
The Battle Tent here is especially difficult—in fact, it's recommended you don't try it until your Pokémon are at LV30 or higher. The contest allows you to select which three Pokémon you want to use in your battle—and you have no warning of what random Pokémon your opponent will use. On top of this, you also do not choose which moves your Pokémon use in the battle. It's all up to the Pokémon's instinct.

This doesn't mean you cannot switch out Pokémon or use Items from your Bag to help out. You'll likely need to switch out your Pokémon a few times in an attempt to match up the right moves for the battle. Like the previous Battle Tent, you can save between battles.

# Routes 111 and 112

**Moves Needed:** *HM03 (Surf), HM06 (Rock Smash), Mach Bike, Go-Goggles*



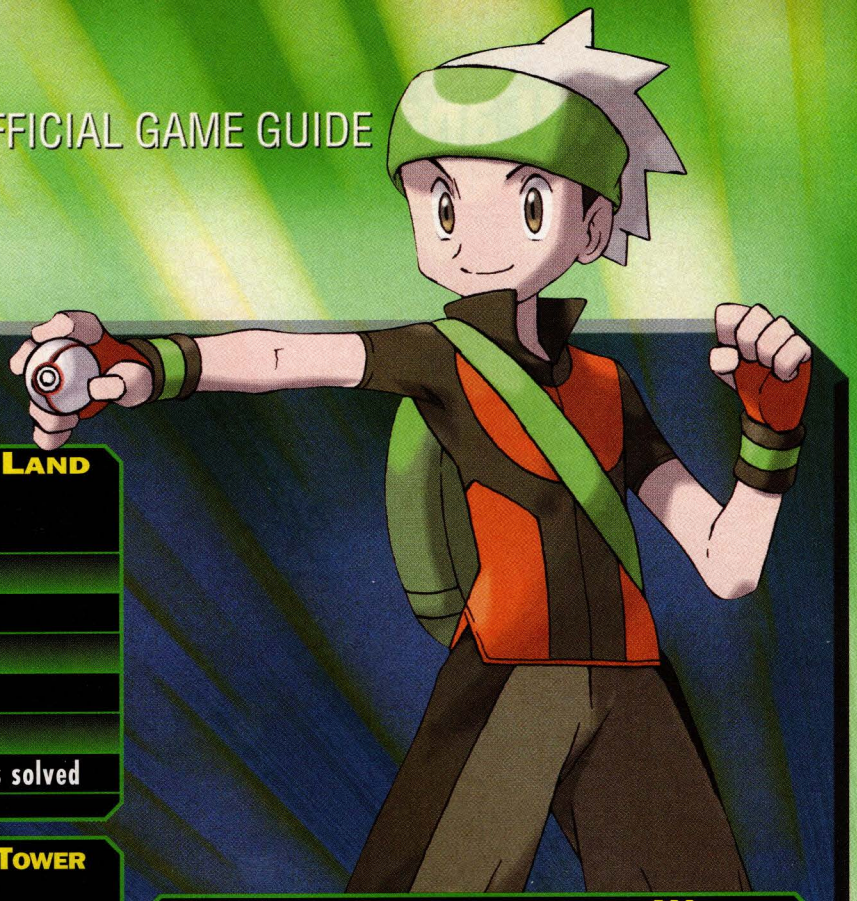



## Items

- Claw Fossil
- HP Up
- Macho Brace
- Nugget
- Oran Berries x4
- Pecha Berries x4
- Rawst Berries x4
- Razz Berries x6
- Root Fossil
- Stardust
- TM37 (Sandstorm)
- TM43 (Secret Power)

## Trainer Hill Merchandise

| ITEM | PRICE |
|---|---|
| Super Potion | ₽700 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Awakening | ₽250 |
| X Speed | ₽350 |
| X Special | ₽350 |
| X Attack | ₽500 |
| X Defend | ₽550 |
| Dire Hit | ₽650 |
| Guard Spec. | ₽700 |
| X Accuracy | ₽950 |



### Pokémon Appearances on Land (Route 111)

| Pokémon | Conditions |
|---|---|
| Baltoy | Common |
| Cacnea | Common |
| Geodude | Very Common (Rock Smash) |
| Sandshrew | Very Common |
| Trapinch | Very Common |
| Regirock | After Sealed Chamber mystery is solved |

### Pokémon Appearances in Mirage Tower

| Pokémon | Conditions |
|---|---|
| Sandshrew | Very Common |
| Trapinch | Very Common |

### Pokémon Appearances (Route 112)

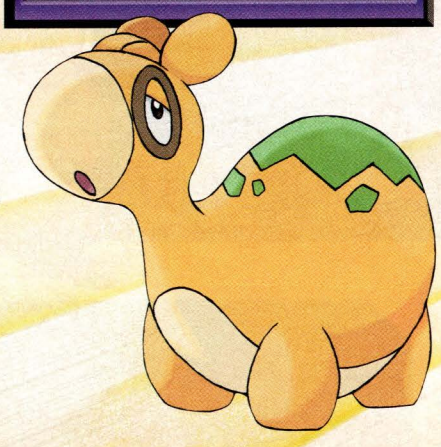
| Pokémon | Conditions |
|---|---|
| Numel | Very Common |

### Pokémon Appearances in Water (Route 111)

| Pokémon | Conditions |
|---|---|
| Barboach | Common (Good Rod); Very Common (Super Rod) |
| Goldeen | Very Rare (Old Rod); Common (Good Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Marill | Very Common |

## Event 1: Winstrates

The first house you see as you head up Route 111 is the home of the Winstrates, an entire family of Trainers. You must challenge every member of the family, from the youngest to the oldest in succession to win the prized Item: Macho Brace.



### NOTE

Unless you have HM06 (Rock Smash) and the Dynamo Badge, you cannot head very far into Route 111. Two boulders block the way. Complete the necessary challenges to earn these moves and Items, then come back.

## Event 2: TV Interview

Television is a big part of daily life in Hoenn. So many televisions means a constant need for new programming, so a reporter/cameraman team is seeking out notable Trainers in Hoenn to interview.

You meet them along Route 111. The media people aren't just looking for a few words, though. You must battle them before the interview, and then select a choice comment to describe the battle. The next time you are in a house with a television, check it out. Your interview may be the lead story.

## Event 3: Sandstorm

You cannot access the desert on Route 111, due to a massive sandstorm blanketing the desert region to the north. Instead, you must head east in hopes of finding an Item that allows you to see through the storm: Go-Goggles. Once you have the Go-Goggles, you can brave the storm and check out that large stone pillar just beyond the edge of the sand.

## Event 4: Cable Car

The Cable Car at the top of Route 111 is currently unavailable thanks to a couple of Team Magma Grunts standing guard over the area. You overhear the Grunts talking about Fallarbor Town, so that's the best lead to follow at this point.

### NOTE

After you deal with Team Magma at Meteor Falls, the Cable Car is back in commission. Use it to ride up to the top of Mt. Chimney.

## Event 5: TM43 (Secret Power)

In addition to creating your own team of Pokémon, decorating a Secret Base is a way to completely personalize your *Pokémon Emerald* experience. But until you visit the young man standing next to a large tree in Route 112, you have no way to access a Secret Base. He gives you TM43 (Secret Power), which, when taught to one of your Pokémon, allows you to get a Secret Base of your own. Find Secret Bases in large trees, tall grass, and mountain indentations.

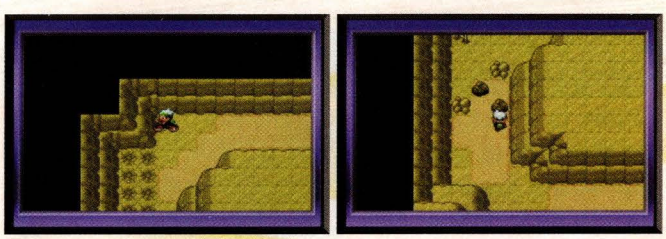
## Rest Stop

The Old Lady's Rest Stop, on Route 112, is a great place to stop and rest your Pokémon before continuing your adventure. The woman running the house provides a bed for free, so stop by anytime and recharge.

## MIRAGE TOWER

Rising out of the sand in Route 112, the Mirage Tower can be accessed only after you receive the Go-Goggles. As soon as you can make your way through the sandstorm, head for this towering pillar and duck inside to find some Pokémon relics.

Head up the Mirage Tower using the ladders. There are several wild Pokémon in the Tower, so use Repel if you are in a hurry, or have a Water-type Pokémon in your party to offset the Ground-type Pokémon.



You need HM06 (Rock Smash) and the Mach Bike to access the top floor. Use HM06 (Rock Smash) to bash the boulders blocking the route upstairs. Patches of fragile flooring crumble away if you linger on them, so speed across with the Mach Bike.

Two fossils are on the top floor. The Claw Fossil is on the right and the Root Fossil is on the left. You can only select one of these fossils, though. As soon as you pick up one of them, the entire Mirage Tower disappears into the sand and the other fossil is lost.

Once you have the fossil, take it back to the scientist at the Devon Corporation working on a resurrection process. Leave the fossil with him and return later to receive the resurrected Pokémon.

## Event 6: Desert Ruins

After you have solved the mystery of the Sealed Chamber, come back to Route 111 and trek into the Desert Ruins, which now has an open door. (On your first visit, there is no such opening.) This is the resting place of Regirock, so make sure you are well-stocked on Ultra Balls or Timer Balls before heading into the ruins.

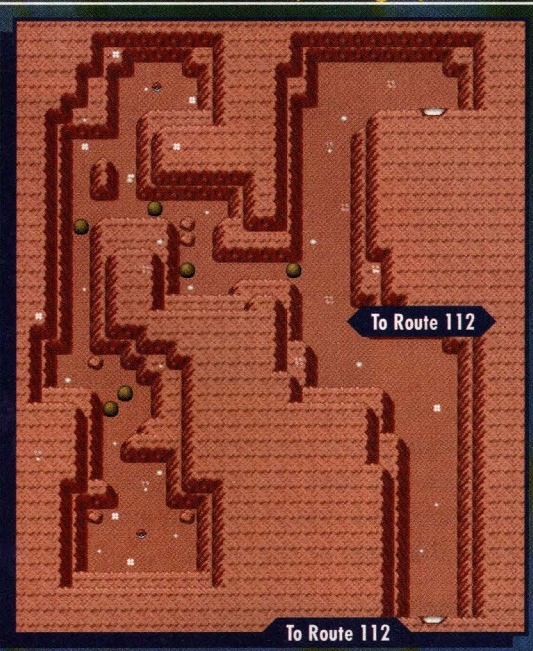
## Trainer Hill

There is a Trainer Hill to the right of the Winstrate House in Route 111. Trainer Hill is open for battles throughout the game—and there are plenty of them, making it a great place to hone your tactics and gain coveted experience.

However, even if the place is closed, you can still shop at the counter or rest your Pokémon at the make-shift Pokémon Center in the lobby.

# Fiery Path

**Move Needed:** *HM04 (Strength)*




**Pokémon Appearances**

| Pokémon | Conditions |
|---|---|
| Grimer | Rare |
| Koffing | Common |
| Machop | Common |
| Numel | Common |
| Slugma | Common |
| Torkoal | Common |

**Items**

- Fire Stone
- TM06 (Toxic)

## Event 1: Using HM04 (Strength)

Almost half of the Fiery Path is blocked off by some large boulders that are too big to use HM06 (Rock Smash) on. Instead, you must come back after learning HM04 (Strength) and roll them out of the way. Now you can see the other half of this area and not only pick up some great Items, but also encounter some new wild Pokémon to add to your Pokédex.

## TIP

Half of the wild Pokémon in the Fiery Path are Fire-types, so make sure you have an accomplished Water-type Pokémon in your party.

# Route 113

**Moves Needed:** *None*

### Items

- Max Ether
- Soot Sack
- Super Repel

### Glass Workshop Merchandise

| Item | Number of Steps |
|---|---|
| Blue Flute | 250 |
| Yellow Flute | 500 |
| Red Flute | 500 |
| White Flute | 1,000 |
| Black Flute | 1,000 |
| Pretty Chair | 6,000 |
| Pretty Desk | 8,000 |

### Pokémon Appearances

| Pokémon | Conditions |
|---|---|
| Skarmory | Rare |
| Slugma | Common |
| Spinda | Very Common |

## Event 1: Glass Workshop

Route 113 is located at the base of volcanic Mt. Chimney, so almost everything is covered with a layer of ash. As you walk through the grass, you knock the ash loose and restore the grass to its original green.

The ash is actually good for something, though. The owner of the Glass Workshop can turn the ash into beautiful Items, but he doesn't have time to collect ash right now. He gives you a Soot Sack, which collects ash with every step. Different Items require different amounts of ash. You get a little ash with every step, so check out the table here to see how much tromping through the ashen route is required for each piece of work.

## CAUTION

Look out for Trainers hiding in the ash. They attempt to surprise you, but if you keep your eyes open for any small bumps in the ash, you can spot the sneaky Trainers well in advance. If you step close to them, they will challenge you to a battle.

# Fallarbor Town

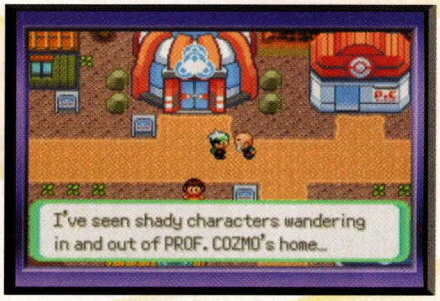
**Moves Needed:** *None*

*Fallarbor, a small town near the foot of Mt. Chimney, is home to one of the three Battle Tents in Hoenn. This small town has a lot of big-city features, including a Pokémart and Pokémon Center. It's also where Prof. Cozmo (a famous researcher) lives. As you continue into the heart of Hoenn, Fallarbor is a great place to replenish supplies and rest your Pokémon before getting back to your adventure.*

**Pokémart Merchandise**

| Item | Price |
|---|---|
| Great Ball | ₽600 |
| Super Potion | ₽700 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Escape Rope | ₽550 |
| Super Repel | ₽500 |
| X Special | ₽350 |
| X Speed | ₽350 |
| X Attack | ₽500 |
| X Defend | ₽550 |
| Dire Hit | ₽650 |
| Guard Spec. | ₽600 |

## Event 1: Team Magma Trouble




Team Magma has been causing trouble for Prof. Cozmo, a leading citizen of Fallarbor Town. Team Magma's latest antic? They've kidnapped Prof. Cozmo and taken him to Meteor Falls—and only you can rescue him.

## Event 2: Lanette

Inside the Pokémon Center, you meet Lanette. She is the programmer who devised the PC Pokémon Storage System. Lanette lives nearby on Route 114 and invites you to stop by when you have a chance. Take her up on the offer as soon as possible.

## Event 3: Visit the Move Tutor

The Move Tutor helps Pokémon remember moves they have forgotten in order to make room for newer talents. If you have a Pokémon that has forgotten a move you want access to again, return to the Move Tutor with a Heart Scale. In exchange for this precious Item, the Move Tutor will coax your Pokémon's forgotten move out of its memory, putting it back into play. This is a good service if you ever need to recover a move you had to forget to use an HM move, such as HM03 (Surf) or HM04 (Strength).

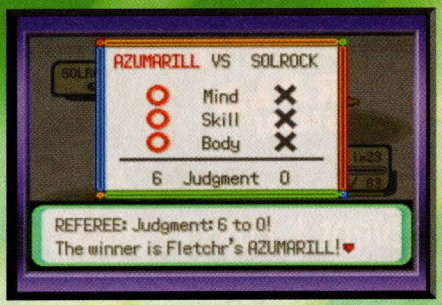
## Event 4: Prof. Cozmo's Reward

After you get the Meteorite back from Team Magma on Mt. Chimney, return to Prof. Cozmo's house and hand it over. The pleased professor gives you TM27 (Return) in, well, return.

## FALLARBOR TOWN BATTLE TENT

The third Battle Tent is in Fallarbor Town. This offers another three-battle challenge, but with a different set of rules than the previous Battle Tents. You challenge a series of Trainers who match your Pokémon levels, but these battles are short-lived. Each battle lasts only three turns. The goal is to knock the other Pokémon out as fast as possible.

If you can knock a Pokémon out with a single move, you're off to a good start.




If the battle is not over after three moves, it goes to judging. You are judged on three categories: Mind, Skill, and Body. Aggressive use of offensive moves helps you earn Mind points. The effectiveness of your moves earns you Skill points. The amount of HP remaining at the battle's end determines your Body points. The Trainer with the most points (the most points you can earn in a single category is two) is declared the winner.

# Route 114

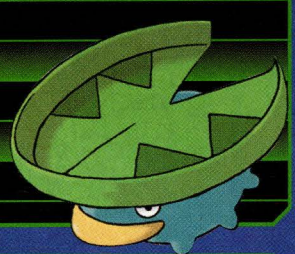
**Moves Needed:** *HM03 (Surf), HM06 (Rock Smash), HM07 (Waterfall)*

**Items**

- Energypowder
- Lotad Doll
- Persim Berries x6
- Protein
- Rare Candy
- TM05 (Roar)
- TM28 (Dig)

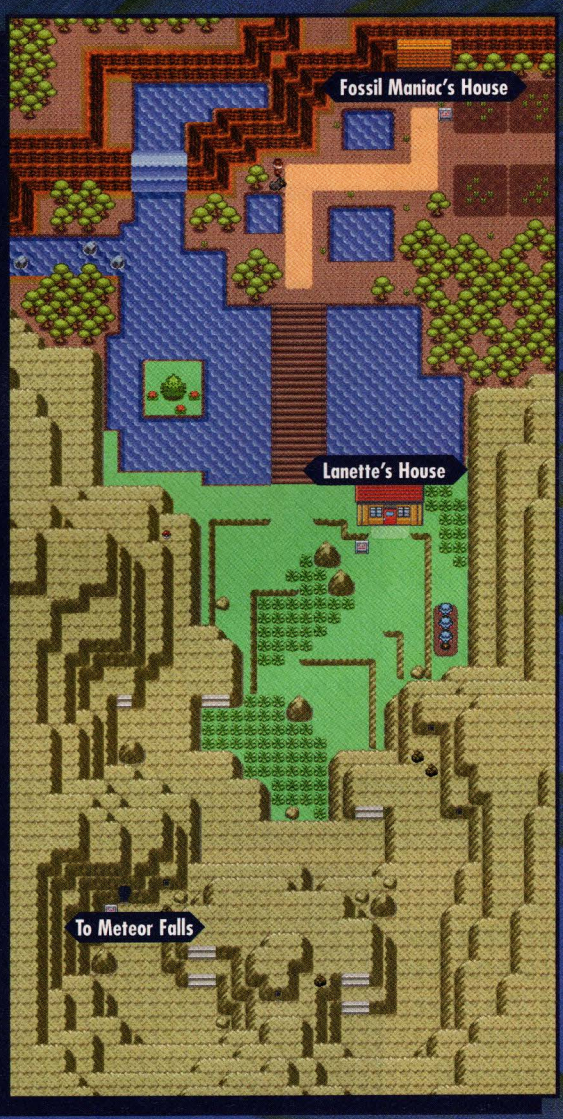
**Pokémon Appearances on Land**

| Pokémon | Conditions |
|---|---|
| Geodude | Very Common (Rock Smash) |
| Lombre | Common |
| Lotad | Common |
| Nuzleaf | Very Rare |
| Seviper | Rare |
| Swablu | Very Common |

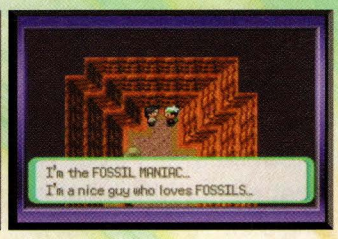


**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Barboach | Common (Good Rod); Very Common (Super Rod) |
| Goldeen | Common (Old Rod, Good Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Marill | Very Common |



## Event 1: Fossil Maniac




You can access Meteor Falls, where Magma is holding Prof. Cozmo, only via the rocky paths of Route 114. However, before you head for Meteor Falls, swing by the Fossil Maniac's house, which is just beyond the route's starting point.

The Fossil Maniac isn't willing to share any of his fossils, but he does offer a tip on where you could possibly find some: the desert in Route 111. Remember that tower you saw peeking out of the sandstorm?

## Event 2: Get TM05 (Roar) for Free

Another example of the generosity abounding in Hoenn is found on the path to Meteor Falls. A man on the road has some noisy Pokémon, and he's willing to give up the TM that taught them how to Roar.

## Event 3: Lanette's Doll Collection

Don't run straight to Meteor Falls just yet. Lanette lives along this route; you should definitely visit her. She is embarrassed about the state of her house—things are a wee bit messy—but she seems to function just fine in the chaos. But that doesn't mean she wants everybody to know about the state of her house. In exchange for being hush-hush, Lanette gives you a Lotad Doll. That will certainly look nice in your Secret Base. (You have a Secret Base, don't you?)

### TIP

There are several new wild Pokémon on Route 114, so be sure you start exploring with plenty of Poké Balls.

## Meteor Falls

**Moves Needed:** *HM03 (Surf), HM07 (Waterfall)*

***Meteor Falls is an area you only touch upon during your initial adventure, but once you have the moves needed to fully explore the cave system, return and explore the cave to its fullest. There are some good surprises in here, including a couple of finds that will help you in your quest to defeat the Elite Four.***

**Pokémon Appearances on Land (Room 1)**

| Pokémon | Conditions |
|---|---|
| Solrock | Common |
| Zubat | Very Common |

**Pokémon Appearances on Land (Room 2, Room 3 and Room 4)**

| Pokémon | Conditions |
|---|---|
| Bagon | Common |
| Golbat | Very Common |
| Solrock | Very Common |

**Pokémon Appearances in Water (Room 1)**

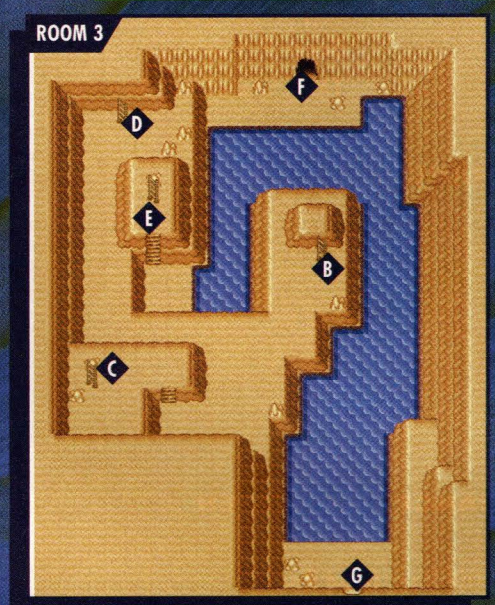
| Pokémon | Conditions |
|---|---|
| Barboach | Common (Good Rod); Very Common (Super Rod) |
| Goldeen | Common (Old Rod); Very Common (Good Rod) |
| Magikarp | Very Common (Old Rod, Super Rod) |
| Solrock | Common |
| Zubat | Very Common |

## Pokémon Appearances in Water (Room 2)

| Pokémon | Conditions |
|---|---|
| Barboach | Common (Good Rod); Very Common (Super Rod) |
| Golbat | Very Common |
| Goldeen | Common (Old Rod, Good Rod) |
| Magikarp | Very Common (Old Rod, Super Rod) |
| Solrock | Common |
| Whiscash | Common (Super Rod) |

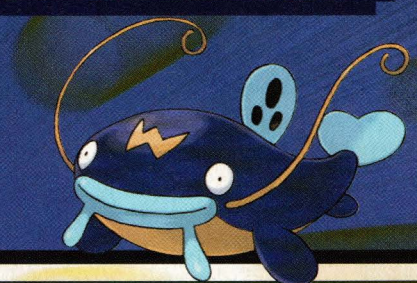
## Pokémon Appearances in Water (Room 3 and Room 4)

| Pokémon | Conditions |
|---|---|
| Barboach | Common (Good Rod); Very Common (Super Rod) |
| Golbat | Very Common |
| Goldeen | Common (Old Rod, Good Rod) |
| Magikarp | Very Common (Old Rod, Super Rod) |
| Solrock | Common |



### Items

- Full Heal
- Moon Stone
- PP Up
- TM02 (Dragon Claw)
- TM23 (Iron Tail)



## Event 1: Thwart Team Magma

As you enter Meteor Falls, Team Magma is about to abscond with a priceless Meteorite—something you know is going to nefarious purposes. After the Magma villains run off to Mt. Chimney with their stolen prize, head down and speak to Prof. Cozmo to get more information on Team Magma's plotting. After the conversation, head up to Mt. Chimney via the now-available Cable Car.

## TIP

Meteor Falls deserves some serious exploration—but you cannot do it just yet. Return to this place after you receive HM07 (Waterfall) and you can access the lower levels where you find some good Items and rare Pokémon, such as Bagon. This Dragon Pokémon, if properly cared for, can grow into a very formidable Pokémon.

# Route 115

**Moves and Items Needed:** *HM03 (Surf), HM06 (Rock Smash), Mach Bike*

### Items

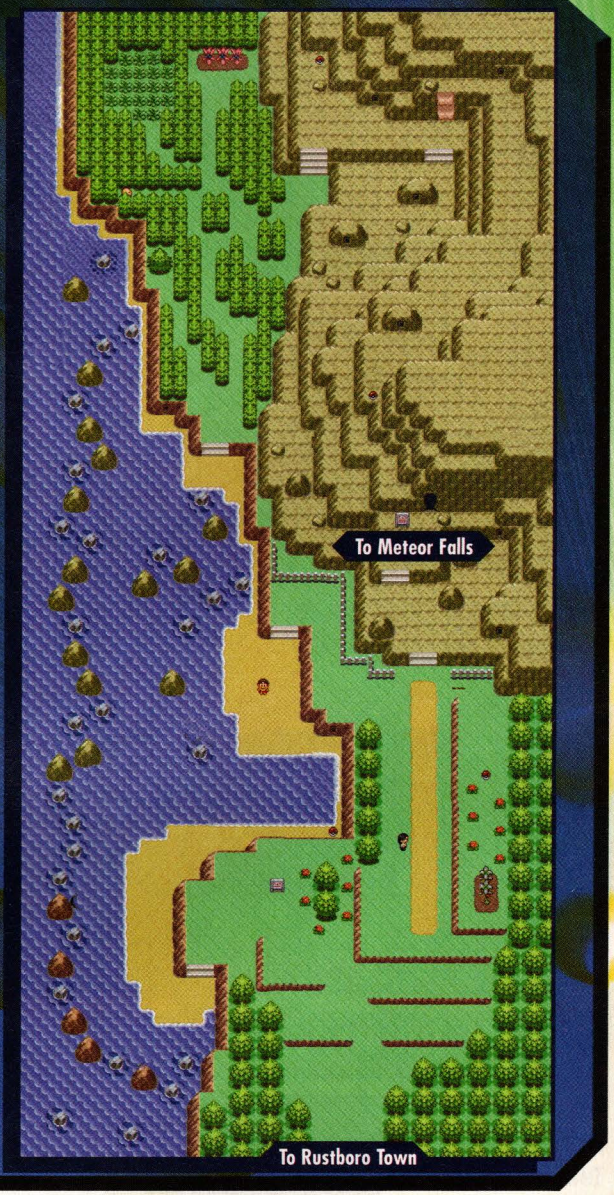
- Bluk Berries x6
- Great Ball
- Iron
- Kelpsy Berries x6
- Super Potion
- TM01 (Focus Punch)

### Pokémon Appearances on Land

| Pokémon | Conditions |
|---|---|
| Jigglypuff | Common |
| Swablu | Common |
| Swellow | Common |
| Taillow | Very Common |
| Wingull | Common |

### Pokémon Appearances in Water

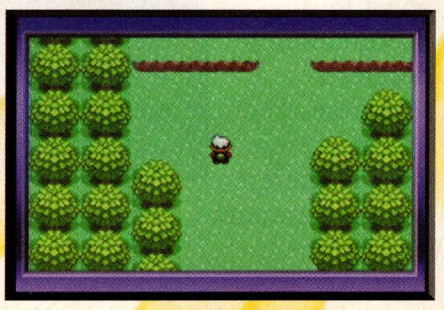
| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Common |




## Event 1: Exploration

Route 115 is a big area and it's almost impossible to see on a single visit unless you have HM03 (Surf). If you do have it, you can use the water lane just off the coast to move up and down the route.

From the beaches, you can explore the northernmost region of the route and pick up some Items.



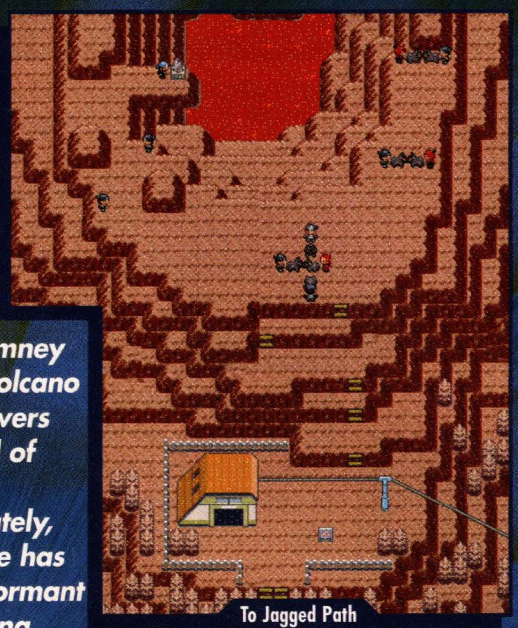
## TIP

Once you get either the Good Rod or the Super Rod, return to Route 115 to catch a wild Wailmer. That Pokémon is absolutely pivotal to solving a puzzle much later in your adventure, so be good to it.

# Mt. Chimney

**Moves Needed:** *None*

**ITEM**
Meteorite




***Mt. Chimney is the volcano that towers over all of Hoenn. Fortunately, the cone has been dormant for a long time. However, Team Magma is interested in the volcano, and that's bad news. While you are unsure of what they are trying to accomplish on the summit, it's definitely something that must be stopped. But the only way to reach the summit from the bottom (at least, for now) is the Cable Car.***

## Event 1: Ride the Cable Car

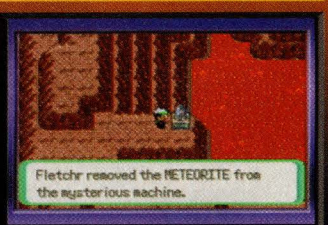
Now that Team Magma has acquired the Meteorite, no guards are posted at the Cable Car station. Ride the Cable Car to the summit of Mt. Chimney to catch up with Team Magma as well as get an update on what Team Aqua has been up to.

## Event 2: Team Magma and Team Aqua Locked in Battle

When you arrive at the summit, you see Team Magma and Team Aqua battling each other. That Meteorite causes concern among Team Aqua. Pass the battles and head north along the summit until you catch up with Team Magma Leader Maxie. Maxie is about to dump the Meteorite into the volcano, so battle the leader to pause this plan. Maxie has powerful Pokémon, but by now, you should have a solid team yourself.

## TIP

Don't forget to grab that Meteorite from the edge of the volcano and return it to Prof. Cozmo for your reward.




## Event 3: After Riding Team Magma Out

Things settle back into their normal routine once Team Magma has been run off of the summit. There will be a new batch of Trainers on the mountaintop you can challenge in battles. Make sure you also stop by the Lava Cookie Lady who is selling Lava Cookies for only ₽200 each next to the Cable Car station. These are a local delicacy and your Pokémon are sure to love them.

# Jagged Pass

**Item Needed:** *Acro Bike*

*Jagged Pass leads down the side of Mt. Chimney. Unless you have the tools to get back up the face, it's a one-way trip down. There's something fishy about Jagged Pass, too. Team Magma seems to be concentrated in the area. Are they hiding something in the pass?*

**Items**

None

**Pokémon Appearances**

| Pokémon | Conditions |
|---|---|
| Machop | Common |
| Numel | Very Common |
| Spoink | Common |

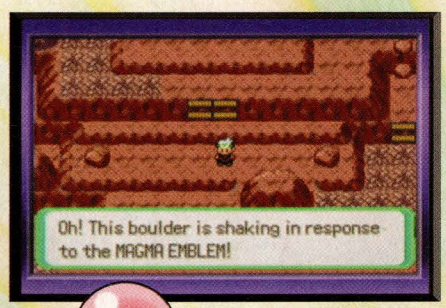
## Event 1: Explore the Pass

As mentioned, Jagged Pass is a one-way trip—unless you have the Acro Bike. (If you have the Mach Bike, switch it out at Rydel's shop in Mauville City.) The Acro Bike can pull wheelies that let you "hop" up the small stones on the side of the pass.

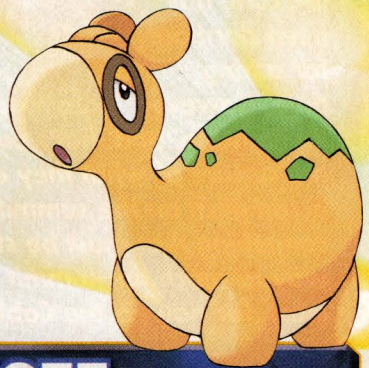
## CAUTION

Carefully step down the side of Mt. Chimney. Unless you have the Acro Bike, there is no way back up the Jagged Pass. You have to go all the way around to the Cable Car again, ride it up to the summit, and then walk back down Jagged Pass.

## Event 2: Access Team Magma Hideout




After you get the Magma Emblem, you can access the Team Magma Hideout. Just walk down the face of the pass until you hear a low rumble. The presence of the Magma Emblem causes the doorway to the Hideout to reveal itself. Slip inside to take care of some unfinished business with Team Magma.



## NOTE

Just because a Pokémon appears commonly, that doesn't mean it's any less of an asset. Commonly caught Pokémon, if taken care of properly, can evolve into wonderful new forms that are quite effective in battles.

# Lavaridge Town

**Moves Needed:** *None*

*Because it's located at the foot of Mt. Chimney, Lavaridge Town has a Hot Springs and hot sand resort where people come from all around to soak it up and unwind. The waters are known for their healing powers—perhaps you should slip in yourself and see what happens?*

**Items**

- Charcoal
- Go-Goggles
- Heat Badge
- Mystery Egg
- TM50 (Overheat)

**Pokémart Merchandise**

| ITEM | PRICE |
|---|---|
| Great Ball | ₽600 |
| Super Potion | ₽700 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Awakening | ₽250 |
| Burn Heal | ₽250 |
| Revive | ₽1,500 |
| Super Repel | ₽500 |
| X Speed | ₽350 |

**Pokémon Herb Shop Merchandise**

| ITEM | PRICE |
|---|---|
| Energypowder | ₽500 |
| Energy Root | ₽800 |
| Heal Powder | ₽450 |
| Revival Herb | ₽2,800 |

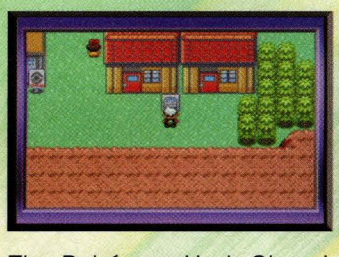
**Pokémon Appearances**

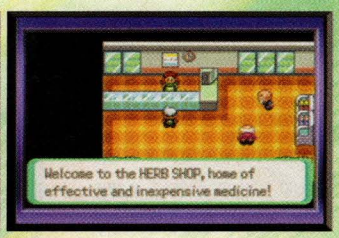
| POKÉMON | CONDITIONS |
|---|---|
| Wynaut | Hatch from Egg given by townsperson |

## Event 1: Hot Springs

Stop by the Hot Springs when you first arrive in Lavaridge Town. Not just because of the reputation of the waters, but also to receive a Mystery Egg from one of the townspeople. She has tried nurturing the Egg in the warm sand, but apparently it needs a little more personal care than that.

## Event 2: Visit the Pokémon Herb Shop






The Pokémon Herb Shop is unique to Lavaridge Town—you won't find this little shop anywhere else in Hoenn. This store sells a small variety of Herbs that affect your Pokémon, such as restoring HP or reviving a fainted Pokémon. But there's a catch to these Herbs, which are noticeably less expensive than their equivalents: Pokémon loathe their bitter taste. Giving these Herbs to your Pokémon may cause them to dislike you, and that can affect battle performance, so use with care.

## Event 3: Gym Leader Battle #4—Flannery

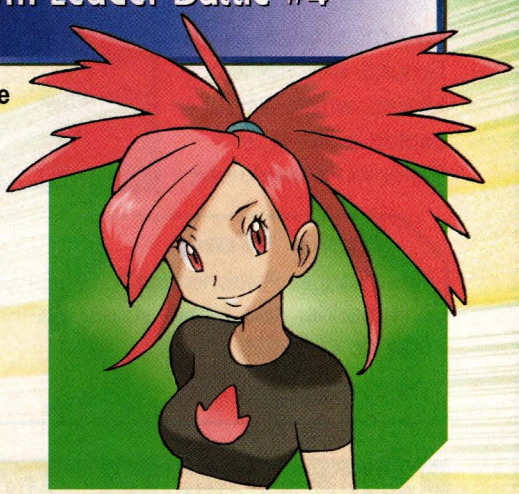
**Flannery, Lavaridge Gym Leader**

**Pokémon Type:**

FIRE

**Recommended Move Type:**

WATER
GROUND
ROCK



**Gym Leader's Pokémon**

| POKÉMON | LV | TYPE |
|---|---|---|
| Slugma | LV24 | FIRE |
| Camerupt | LV26 | FIRE |
| Torkoal | LV29 | FIRE |
| Numel | LV24 | FIRE |

The Lavaridge Gym is full of haze, probably from all the Fire-type Pokémon within its walls. The Gym is separated into two levels, a ground floor and a basement. Flannery is on the ground floor, but there is no direct route from the front door to her. You must move from room to room, using the holes in the floor and ceiling to eventually reach her seat. Along the way, you have ample opportunity to practice battling Fire-type Pokémon with the Trainers guarding the holes. Once you reach Flannery herself, use your Water-type Moves to douse her Fire-type Pokémon. If you don't have a Water-type Pokémon at a high enough level to match Flannery's Pokémon, fall back on Ground- and Rock-type Moves, which also exploit a Fire-type Pokémon's weakness.

### Items Won

Heat Badge: Pokémon up to LV50 now obey your commands. Also allows you to use HM04 (Strength) outside of battle.

TM50 (Overheat)

## Event 4: Getting to Go-Goggles

After you defeat Flannery and earn the Heat Badge, Prof. Birch's child approaches you outside the Gym. So impressed with your Badges, he/she gives you the Go-Goggles. These special specs allow you to see in a thick sandstorm, which means you can now explore the desert area of Route 111.

### TIP

Receiving the Go-Goggles means you can now search for fossils in Mirage Tower and some new Pokémon in the desert. But don't forget that you now have the required number of Gym badges to challenge your father, Norman, back at the Petalburg Gym. Return to Petalburg Gym and face off against your father to earn one of the most useful Badges in the game. It allows you to use HM03 (Surf).

## New Mauville

**Moves and Items Needed:** *HM03 (Surf); Basement Key*

**Items**
- Escape Rope
- Full Heal
- Parlyz Heal
- Thunderstone
- Ultra Ball

**Pokémon Appearances**

| Pokémon | Conditions |
|---|---|
| Electrode | Very Rare |
| Magnemite | Very Common |
| Magneton | Very Rare |
| Voltorb | Very Common (sometimes disguised as Poké Balls on ground) |

## Event 1: Color-Coded Doors

The route to the New Mauville electric generator is not a direct path. The hallways are locked down with a system of color-coded doors, and the doors swing open only if you step on like-colored floor switches. But beware, stepping on one switch either opens or shuts every door of that color. Put your foot down on the wrong switch and you may find yourself using an Escape Rope and starting all over again.

## Event 2: Shut Down Generator

After slipping through the system of doors and battling wild Electric-type Pokémon, you finally reach the malfunctioning generator. Step on the small red switch in front of it to shut it down.

### TIP

With four potentially new wild Pokémon to catch inside New Mauville, why not bring along some Poké Balls and expand your Pokédex?

# Route 118

**Moves and Items Needed:** *HM03 (Surf), HM01 (Cut)*

### Pokémon Appearances in Water

| Pokémon | Conditions |
|---|---|
| Carvanha | Common (Good Rod); Very Common (Super Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wingull | Very Common |

### Pokémon Appearances on Land

| Pokémon | Conditions |
|---|---|
| Electrike | Common |
| Kecleon | Very Rare |
| Linoone | Common |
| Manectric | Common |
| Wingull | Common |
| Zigzagoon | Common |

### Items

- Good Rod
- Hyper Potion
- Sitrus Berries x4

## Event 1: Find the Good Rod

Cross the channel in the center of Route 118 to reach a Fisherman on the far shore. The avid angler is wild about his sport of choice and will give you a Good Rod for showing interest in it, too. The Good Rod is a significant upgrade over the Old Rod.

### NOTE

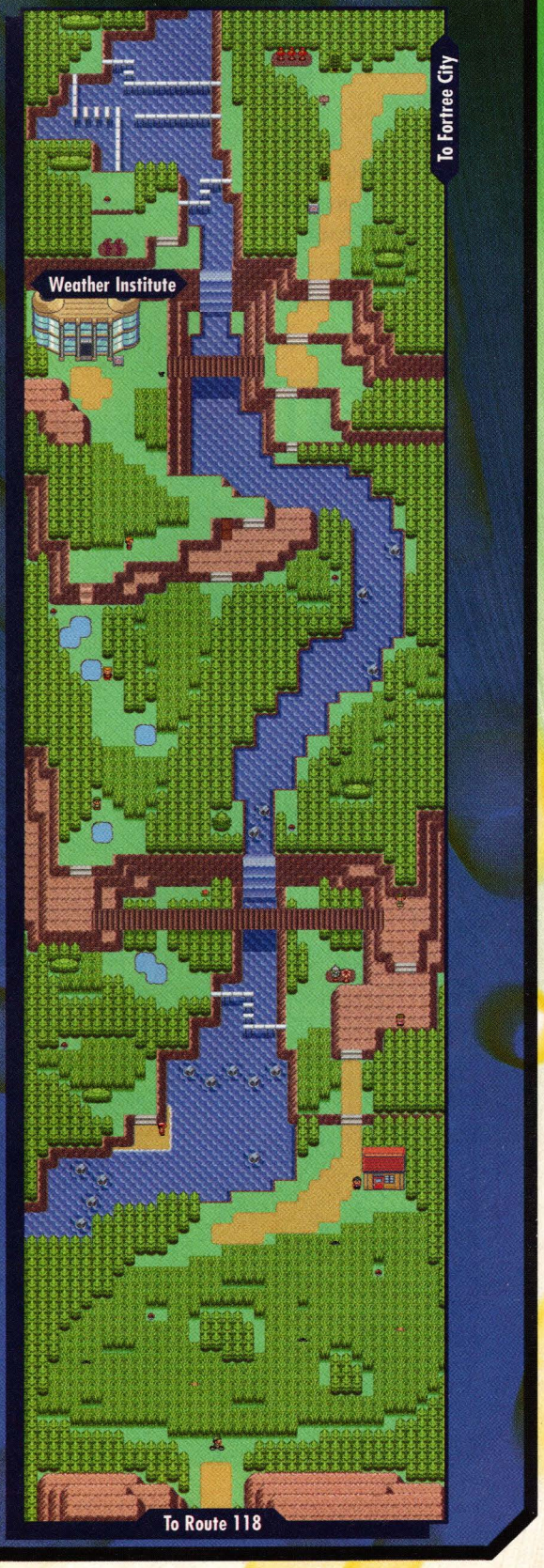
Now that you have the Good Rod, consider returning to previous watery routes to fish for wild Pokémon that would not respond to the Old Rod.

## Event 2: TV Idol

The media await you on the opposite shore. Gabby and Ty are ready with more than just cameras and microphones. They will engage you in another battle just so they can report on it. Take them on and then have a choice word ready for the after-battle interview.

## Route 119

**Moves and Items Needed:** *HM03 (Surf), HM07 (Waterfall), Acro Bike*



### Items

- Elixir
- HM02 (Fly)
- Hondew Berries x4
- Hyper Potion
- Leaf Stone
- Leppa Berries x2
- Pomeg Berries x6
- Rare Candy
- Sitrus Berries x2
- Super Repel
- Zinc

### Pokémon Appearances in Water

| Pokémon | Conditions |
|---|---|
| Carvanha | Common (Good Rod); Very Common (Super Rod) |
| Feebas | Very Rare |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wingull | Very Common |

### Pokémon Appearances

| Pokémon | Conditions |
|---|---|
| Kecleon | Very Rare |
| Linoone | Common |
| Oddish | Common |
| Tropius | Rare |
| Zigzagoon | Common |

## NOTE

Without a doubt, you have by now noticed the proliferation of wild Magikarp in the waters of Hoenn. These wild Pokémon are not especially effective battlers—so why collect one? A little care and experience will reveal the Magikarp's evolved form, the Gyarados.

## Event 1: Tall Grass

The short grass of Hoenn gives way to tall grass in Route 119. This thick, tall foliage is much harder to wade through—in fact, it's so thick you can't even ride a bike through it. The tall grass hides a lot, too. Trainers, Items, and wild Pokémon are all waiting for you in the thick of it.

However, you don't have to use Repel to slink through the grass without encountering wild Pokémon. Use HM01 (Cut) to trim the green around you, creating a clear path through the tall grass. However, this will not stop Trainers from engaging you.

## CAUTION

Notice the occasional tree or rock that doesn't quite match those around it? Watch out—that's a Ninja Boy. These Trainers attempt to hide behind painted cut-outs of nature and then jump out when unsuspecting adventurers wander by.

## Event 2: Weather Institute

The Weather Institute studies climate patterns across Hoenn, but right now the researchers inside are staving off the unwanted interests of Team Aqua. Is there something you can do to help?

## Event 3: Battle with Prof. Birch's Kid

After you run Team Aqua out of the Weather Institute, you encounter Prof. Birch's child on the way to Fortree City. He or she has had plenty of time to raise Pokémon and wants to battle you to test their progress. If you win the battle, you receive more than just admiration—you get HM02 (Fly). The HM allows you to teach Fly to one of your Pokémon, a move that's not only handy in battle, but also allows you to flit from town to town through the air, as long as you have the Feather Badge to use it. You can get the Feather Badge in the Fortree Gym.

### TIP

After you have HM07 (Waterfall), you can explore this route's northernmost tip. Use the Acro Bike to cross the tiny bridge and pick up a rare Item as well as access a hard-to-reach Secret Base.

## Secret Base Real Estate

Potential Secret Bases are hidden in the tall grass along Route 119. Look for bushes like this and then unleash Secret Power to unlock them.

## Weather Institute

**Moves Needed:** *None*

**Item**
Mystic Water

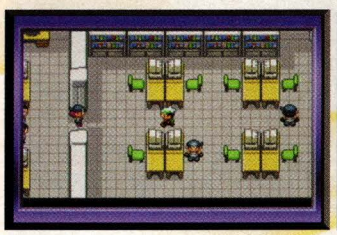
**Pokémon Appearances**

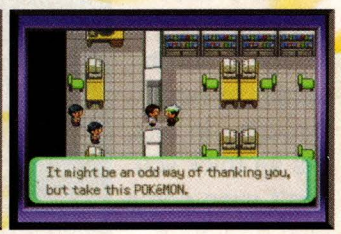
| Pokémon | Conditions |
|---|---|
| Castform | Awarded by Weather Institute when Team Aqua is defeated |

## Event 1: Rest Your Weary Head

There is a comfy bed on the first floor of the Weather Institute where you can rest up before taking on the string of Team Aqua Grunts inside the Weather Institute. You can sleep in the bed as often as you like.

## Event 2: Defeat Team Aqua






Team Aqua has taken over the Weather Institute, desperately in search of a special Pokémon that it believes could affect the climate and rainfall in Hoenn: Castform. Battle all of the Team Aqua Grunts to rid the Institute of them, and then speak to the scientists. They reward you with a Castform of your own.

## NOTE

On the way out of the Weather Institute, you overhear that Team Magma was last spotted heading to Mt. Pyre.

## Legendary Spoiler Alert

After you defeat the Elite Four, return to the Weather Institute and speak to the same man who gave you the Castform. He has been tracking some strange weather patterns in Hoenn lately and his observations will have a very positive effect on your Pokédex.

# Fortree City

**Moves Needed:** *None*

### Items

- Feather Badge
- Mental Herb
- TM10 (Hidden Power)
- TM40 (Aerial Ace)

***Fortree City is a small town nestled in tree groves. The houses are connected by a system of rope bridges that hang high above the ground. But even though the town is one with nature, it still boasts many modern conveniences, such as a Pokémart and Pokémon Center, as well as a Gym in the town's center. Now, if there were just a way to actually get to it....***

### Pokémart Merchandise

| ITEM | PRICE |
|---|---|
| Great Ball | ₽600 |
| Ultra Ball | ₽1,200 |
| Super Potion | ₽700 |
| Hyper Potion | ₽1,200 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Awakening | ₽250 |
| Revive | ₽1,500 |
| Super Repel | ₽500 |
| Wood Mail | ₽50 |

### Desk Store Merchandise

| ITEM | PRICE |
|---|---|
| Small Desk | ₽3,000 |
| Pokémon Desk | ₽3,000 |
| Heavy Desk | ₽6,000 |
| Ragged Desk | ₽6,000 |
| Comfort Desk | ₽6,000 |
| Brick Desk | ₽9,000 |
| Camp Desk | ₽9,000 |
| Hard Desk | ₽9,000 |

### Chair Store Merchandise

| ITEM | PRICE |
|---|---|
| Small Chair | ₽2,000 |
| Pokémon Chair | ₽2,000 |
| Heavy Chair | ₽2,000 |
| Ragged Chair | ₽2,000 |
| Comfort Chair | ₽2,000 |
| Brick Chair | ₽2,000 |
| Camp Chair | ₽2,000 |

### Pokémon Appearances

| POKÉMON | CONDITIONS |
|---|---|
| Plusle | Trade for a Volbeat in town |

## Event 1: Secret Base Shopping

Two counters in Fortree City sell furniture for your Secret Base. You can buy a variety of Desks and Chairs from these counters, an excellent way to spruce up your home away from home.

## Event 2: Hidden Power

A woman in Fortree City believes you can deduce whether or not you have hidden powers of your own. If you can guess which hand she is hiding a coin in three times in a row, she will gift you the TM10 (Hidden Power).

## Event 3: Lonely Minun?

A little girl in the northwest corner of Fortree City would like to get her hands on a Volbeat and is willing to trade a rare Plusle for it.

## Event 4: Hit the Gym

Unfortunately, you cannot access the Fortree Gym on your first visit to Fortree City. The path is blocked by an invisible force. The answer to this puzzle lies on Route 120 with a familiar face.

### TIP

After you receive the special Item, Devon Scope, which lets you see these invisible barriers, return to the Gym to challenge the Gym Leader.

## Event 5: Gym Leader Battle #6—Winona

**Winona, Fortree Gym Leader**

**Pokémon Type:**

FLYING

**Recommended Move Types:**

ELECTRIC

ICE

ROCK

### Gym Leader's Pokémon

| Pokémon | LV | Type | |
|---|---|---|---|
| Swablu | LV29 | FLYING | NORMAL |
| Altaria | LV33 | DRAGON | FLYING |
| Tropius | LV29 | GRASS | FLYING |
| Pelipper | LV30 | WATER | FLYING |
| Skarmory | LV31 | STEEL | FLYING |

The path to Winona, Fortree Gym Leader, is a bit tricky. You must navigate a system of revolving gates, but sometimes the gates aren't as user-friendly as you may hope. Some gates revolve only once or twice, meaning you must sometimes cross back through a gate multiple times to finally get it in the correct position to pass. Add some pretty powerful Trainers to the route, and you may need to rest before battling Winona.

Winona uses Flying Pokémon, but all of her Pokémon have secondary types, too, such as Steel and Dragon. Keep these dual-types in mind when sending your Pokémon into battle. If you have a strong Electric-type Pokémon, though, you can tap into the weakness that they all share and earn the Gym badge.

### Items Won

Feather Badge: Pokémon up to LV70 will obey your commands; grants use of HM02 (Fly) in the field.

TM40 (Aerial Ace)

# Route 120

**Moves Needed:** *HM01 (Cut), HM03 (Surf)*

## Items

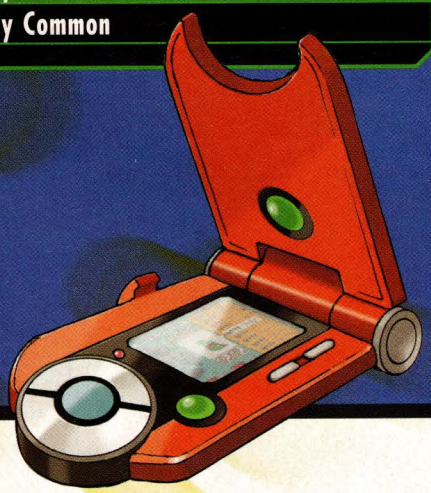
- Aspear Berries x6
- Devon Scope
- Full Heal
- Hyper Potion
- Nanab Berries x3
- Nest Ball
- Nugget
- Pecha Berries x6
- Pinap Berries x3
- Razz Berries x2
- TM11 (Sunny Day)
- Wepear Berries x3

## Pokémon Appearances on Land

| Pokémon | Conditions |
|---|---|
| Absol | Rare |
| Kecleon | Very Rare; find two with Devon Scope |
| Marill | Common |
| Mightyena | Common |
| Oddish | Common |
| Poochyena | Common |
| Registeel | After unlocking Sealed Chamber |
| Seedot | Very Rare |

## Pokémon Appearances in Water

| Pokémon | Conditions |
|---|---|
| Barboach | Common (Good Rod); Very Common (Super Rod) |
| Goldeen | Very Rare (Old Rod); Common (Gold Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Marill | Very Common |



## Event 1: Devon Scope

Something invisible is blocking your way to the Fortree Gym, but Steven is waiting on the bridge with just the thing you need to see your way through: the Devon Scope. The Devon Scope flushes out invisible Pokémon, like the Kecleon, so take it back to the Gym and use it to make your way through.

## Event 2: Invisible Pokémon

Use the Devon Scope to spy a Kecleon blocking the way to the cave at the top of Route 120. After the battle, head into the cave and pick up TM11 (Sunny Day), the perfect complement to your Fire-type Pokémon.

## Event 3: Ancient Cave?

It is rumored that Route 120 is host to an Ancient Cave, but nobody can find the entrance to the ruins. There is an explorer in the correct spot, but without the Sealed Chamber to guide him, he will never spot the entrance. When you complete the mystery for yourself, return here to seek out one of the mystic Legendary Pokémon, Registeel.

## Event 4: Fresh Berries

A girl in Route 120's southern region will present you with a very rare berry if you talk to her. Take the berry and use the soft soil nearby to plant it. Try to grow a few trees' worth of this berry so its special powers can flourish in Hoenn.

### NOTE

Gabby and Ty are in the area, searching for a good interview. If you want to be on TV again, engage them in battle.

# Route 121

**Moves and Items Needed:** *HM01 (Cut), HM03 (Surf)*

**Pokémon Appearances on Land**

| Pokémon | Conditions |
|---|---|
| Gloom | Rare |
| Kecleon | Very Rare |
| Mightyena | Common |
| Oddish | Common |
| Poochyena | Common |
| Shuppet | Common |
| Wingull | Rare |

**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

**Items**

- Aspear Berries x2
- Carbos
- Chesto Berries x2
- Nanab Berries x6
- Persim Berries x2
- Rawst Berries x2

## Event 1: Team Aqua's Up to Something

As you head west through Route 121, you catch up with Team Aqua. They are on their way to Mt. Pyre. Follow them to find out what their plans are.

## Event 2: Safari Zone

Route 121 hosts the entrance to the Safari Zone, a special game area where you can collect Pokémon not found elsewhere in the Hoenn region, such as Psyduck and Pikachu. It costs only ₽500 to test your skills in the Safari Zone, and in a feature exclusive to *Pokémon Emerald*, a new area opens in the Safari Zone after you defeat the Elite Four. This new area offers even more wild Pokémon.

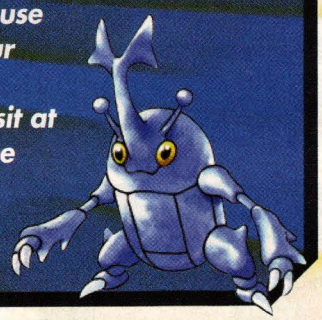
# Safari Zone

**Moves and Items Needed:** *HM03 (Surf), Acro Bike, Mach Bike*

**Items**

- Calcium
- Max Revive
- TM22 (Solarbeam)

*The Safari Zone is a special area in Hoenn where Trainers and Pokémon Masters can come and test their skills at catching Pokémon without traditional battling methods. Many of the Pokémon in the Safari Zone cannot be found anywhere else in Hoenn, so if there is one particular Pokémon you really want in your collection, you must visit Safari Zone at least once. But because there is a timer on your visit (only 500 steps), you'll likely need to visit at least a few times to see everything and catch all of the Pokémon you want.*

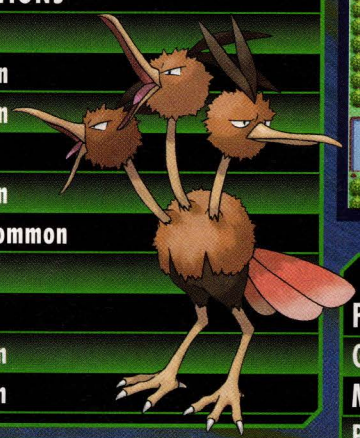


### Pokémon Appearances on Land (NE)

| Pokémon | Conditions |
|---|---|
| Geodude | Very Common (Rock Smash) |
| Gloom | Common |
| Heracross | Rare |
| Natu | Common |
| Oddish | Common |
| Phanpy | Common |
| Xatu | Rare |

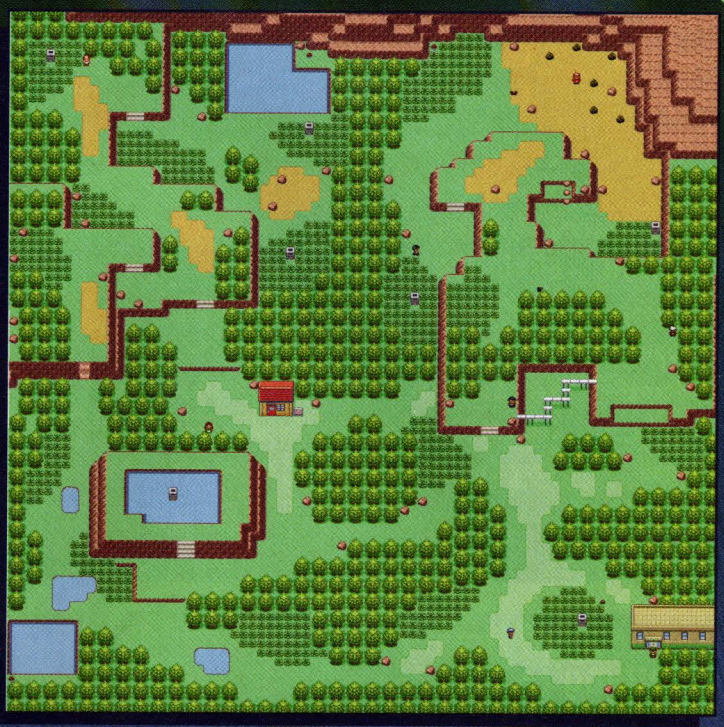
### Pokémon Appearances on Land (NW) and (SE)

| Pokémon | Conditions |
|---|---|
| Dodrio | Rare |
| Doduo | Common |
| Girafarig | Common |
| Gloom | Rare |
| Natu | Common |
| Oddish | Very Common |
| Pikachu | Rare |
| Pinsir | Rare |
| Rhyhorn | Common |
| Wobbuffet | Common |



### Pokémon Appearances on Land (SW)

| Pokémon | Conditions |
|---|---|
| Doduo | Common |
| Girafarig | Common |
| Gloom | Rare |
| Natu | Common |
| Oddish | Very Common |
| Pikachu | Rare |
| Wobbuffet | Common |



### Pokémon Appearances in Water (SW)

| Pokémon | Conditions |
|---|---|
| Goldeen | Common (Old Rod); Very Common (Good Rod, Super Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Psyduck | Very Common |
| Seaking | Common (Super Rod) |

### Pokémon Appearances in Water (NW)

| Pokémon | Conditions |
|---|---|
| Goldeen | Common (Old Rod); Very Common (Good Rod, Super Rod) |
| Golduck | Rare |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Psyduck | Very Common |
| Seaking | Common (Super Rod) |

The Safari Zone entrance fee is ₽500. For this small amount, you receive 30 Safari Balls and the keys to the kingdom. Your movement is restricted only by whether or not you bring Pokémon that can use HM03 (Surf) or which Bike you have in your Bag. You cannot take any Safari Balls outside of the Safari Zone, though.

Once you enter the Safari Zone, start seeking out wild Pokémon in the grass and water. When you happen upon a Pokémon, you have four choices:

**Throw a Safari Ball and try to catch it.**

**Get closer to the wild Pokémon.**

**Offer the Pokémon a PokéBlock.**

**Back away and look for another Pokémon.**

The wild Pokémon of the Safari Zone can be pretty cagey. Almost anything can spook them enough to run away. You can throw as many Safari Balls as you have at the Pokémon in an effort to catch it, but you may cause it to flee. You can also attempt to ingratiate yourself to the Pokémon by either sidling up to it carefully (Go Near) or offering it a tasty PokéBlock.

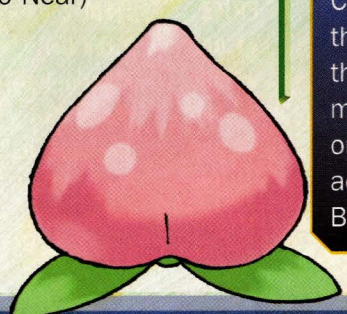
The PokéBlock is sometimes your best bet for capturing a rare Pokémon in the Safari Zone. You can try to encourage rare Pokémon out of hiding by placing a PokéBlock in one of several feeders throughout the Safari Zone. If you match up the PokéBlock with the nature of the Pokémon, there's a good chance you'll lure a desired wild Pokémon close enough to catch.

## TIP

A couple areas in the Safari Zone can be accessed only with the Acro Bike or the Mach Bike, such as the small area on the other side of the trick rail in the northeast corner.

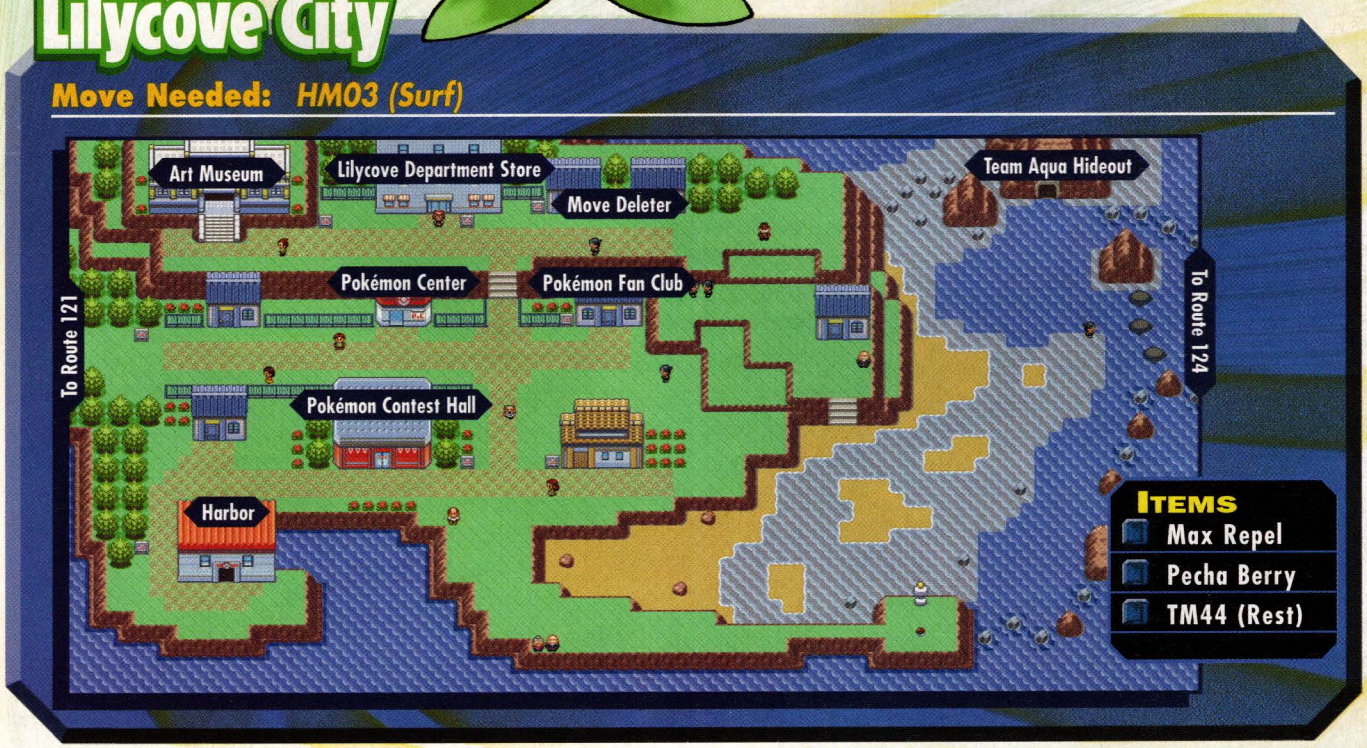
## NOTE

Check back with the Safari Zone after you defeat the Elite Four. A new area opens up directly above the Safari Zone entrance. This area is home to many more wild Pokémon not available in the original Safari Zone. For additional details on the additional Safari Zone, please see this guide's Bonuses and Extra Content section.



# Lilycove City

**Move Needed:** *HM03 (Surf)*



*If Lilycove City isn't one of the biggest metro centers in Hoenn, it's at least the biggest hub of commerce in the land. The Lilycove Department Store is a multi-story monument to the fine art of shopping. However, there's certainly more to do in town than just spend your hard-won cash. Stop by the Pokémon Contest Hall to enter your Pokémon in move-based challenges or visit the Art Museum for a dose of culture. Maybe one day you'll help cover the halls with beautiful artwork.*

### Pokémon Appearances in Water

| Pokémon | Conditions |
|---|---|
| Pelipper | Rare |
| Staryu | Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wingull | Very Common |

## Lilycove Department Store Merchandise

*There are 11 shopping opportunities at the Lilycove Department Store, the largest shopping experience in Hoenn. You can buy everything from recovery Items to Secret Base decor from the counters in this five-story mall.*

### Left Counter, 2F

| Item | Price |
|---|---|
| Poké Ball | ₽200 |
| Great Ball | ₽600 |
| Ultra Ball | ₽1,200 |
| Escape Rope | ₽550 |
| Full Heal | ₽600 |
| Antidote | ₽100 |
| Parlyz Heal | ₽200 |
| Burn Heal | ₽250 |
| Ice Heal | ₽250 |
| Awakening | ₽250 |
| Fluffy Tail | ₽1,000 |

### Right Counter, 2F

| Item | Price |
|---|---|
| Potion | ₽300 |
| Super Potion | ₽700 |
| Hyper Potion | ₽1,200 |
| Max Potion | ₽2,500 |
| Revive | ₽1,500 |
| Repel | ₽350 |
| Super Repel | ₽500 |
| Max Repel | ₽700 |
| Wave Mail | ₽50 |
| Mech Mail | ₽50 |

### Left Counter, 3F

| Item | Price |
|---|---|
| Protein | ₽9,800 |
| Calcium | ₽9,800 |
| Iron | ₽9,800 |
| Zinc | ₽9,800 |
| Carbos | ₽9,800 |
| HP Up | ₽9,800 |

### Right Counter, 3F

| Item | Price |
|---|---|
| X Speed | ₽350 |
| X Special | ₽350 |
| X Attack | ₽500 |
| X Defend | ₽550 |
| Dire Hit | ₽650 |
| Guard Spec. | ₽700 |
| X Accuracy | ₽950 |

### Left Counter, 4F

| Item | Price |
|---|---|
| TM38 (Fire Blast) | ₽5,500 |
| TM25 (Thunder) | ₽5,500 |
| TM14 (Blizzard) | ₽5,500 |
| TM15 (Hyper Beam) | ₽7,500 |

### Right Counter, 4F

| Item | Price |
|---|---|
| TM17 (Protect) | ₽3,000 |
| TM20 (Safeguard) | ₽3,000 |
| TM33 (Reflect) | ₽3,000 |
| TM16 (Light Screen) | ₽3,000 |

### Left Bottom Counter, 5F

| Item | Price |
|---|---|
| Ball Poster | ₽1,000 |
| Green Poster | ₽1,000 |
| Red Poster | ₽1,000 |
| Blue Poster | ₽1,000 |
| Cute Poster | ₽1,000 |
| Pika Poster | ₽1,500 |
| Long Poster | ₽1,500 |
| Sea Poster | ₽1,500 |
| Sky Poster | ₽1,500 |

### Right Bottom Counter, 5F

| Item | Price |
|---|---|
| Surf Mat | ₽4,000 |
| Thunder Mat | ₽4,000 |
| Fire Blast Mat | ₽4,000 |
| Powder Snow Mat | ₽4,000 |
| Attract Mat | ₽4,000 |
| Fissure Mat | ₽4,000 |
| Spikes Mat | ₽4,000 |
| Glitter Mat | ₽2,000 |
| Jump Mat | ₽2,000 |
| Spin Mat | ₽2,000 |

### Left Top Counter, 5F

| Item | Price |
|---|---|
| Pichu Doll | ₽3,000 |
| Pikachu Doll | ₽3,000 |
| Marill Doll | ₽3,000 |
| Jigglypuff Doll | ₽3,000 |
| Duskull Doll | ₽3,000 |
| Wynaut Doll | ₽3,000 |
| Baltoy Doll | ₽3,000 |
| Kecleon Doll | ₽3,000 |
| Azurill Doll | ₽3,000 |
| Skitty Doll | ₽3,000 |
| Swablu Doll | ₽3,000 |
| Gulpin Doll | ₽3,000 |

### Right Top Counter, 5F

| Item | Price |
|---|---|
| Pika Cushion | ₽2,000 |
| Round Cushion | ₽2,000 |
| Zigzag Cushion | ₽2,000 |
| Spin Cushion | ₽2,000 |
| Diamond Cushion | ₽2,000 |
| Ball Cushion | ₽2,000 |
| Grass Cushion | ₽2,000 |
| Fire Cushion | ₽2,000 |
| Water Cushion | ₽2,000 |

### Rooftop Vending Machine

| Item | Price |
|---|---|
| Fresh Water | ₽200 |
| Soda Pop | ₽300 |
| Lemonade | ₽350 |

### Rooftop Clear-Out Sale*

| Item | Price |
|---|---|
| Breakable Door | ₽3,000 |
| Cute TV | ₽15,000 |
| Fence Length | ₽500 |
| Fence Width | ₽500 |
| Mud Ball | ₽200 |
| Rhydon Doll | ₽10,000 |
| Round TV | ₽15,000 |
| Sand Ornament | ₽3,000 |
| Slide | ₽8,000 |
| Solid Board | ₽3,000 |
| Stand | ₽7,000 |
| Tire | ₽800 |
| TV | ₽12,000 |
| Wailmer Doll | ₽10,000 |

* The Sale isn't available until after the game is completed (after you become the Pokémon League Champion).

## Event 1: Battle at the Department Store

When you first enter Lilycove City, head up to the Department Store and face off against Prof. Birch's child again. As promised, he or she has been practicing and offers a greater challenge this time—especially since the team has grown to four members. If you've been leveling up your Pokémon evenly, you should be able to emerge from this battle victorious.

## Event 2: Shopping Spree

Now hit the Department Store and start spending all that cash you've won from your Trainer battles. There are five floors of commerce in this single building, including a rooftop complete with a Vending Machine. (Score a few drinks from the Vending Machine before you leave—Pokémon love the sweet recovery Items.)

After you've shopped a little, head back down to the first floor and get your Lottery Ticket from the front desk. The clerk will compare your Lottery Ticket's numbers to the winning set of numbers. If you match at least two of the numbers, you win a prize. The more numbers you match, the better your prize. if you're really lucky, you could win an awesome Master Ball—one of the most coveted Poké Balls in all of Hoenn.

In addition to the Lottery, the Department Store also holds special sales. Check the televisions in other towns to find out when these deals will be offered. Return to the store when a sale is on and you'll be able to decorate your Secret Base on the cheap.

## Event 3: Pokémon Contest Hall

The Pokémon Contest Hall is where Trainers from across Hoenn gather to enter their Pokémon in special Pokémon Contests. These aren't like regular battles. Instead, your Pokémon's traits and moves are judged on various merits. Is your Pokémon cool? Beautiful? The best way to improve your chances in these contests is to use the Berry Blenders in the lobby to create tasty PokéBlocks.

### TIP

Visit the house to the left of the Pokémon Contest Hall to receive PokéBlock-making tips from the PokéBlock Master. Listen to her carefully and you'll be a better PokéBlock-maker for it.

## Event 4: Pokémon Trainer Fan Club

This club loves to gather and talk about all things Trainer-related. They always recognize the best talent in Hoenn, and if you manage to beat all of the Gym Leaders or even defeat the Elite Four, they are sure to sing your praises.

## Event 5: Museum Visit

The Art Museum next to the Department Store is full of priceless works of art, but there is always room for more. The Curator takes you upstairs to show you the new display space and asks you to help him cover the walls with new

paintings. If you ever happen across a cool painting while exploring Hoenn, mention the Art Museum and perhaps the work will soon hang in its hallowed halls.

## Event 6: Move Deleter

The Move Deleter offers a very valuable service to Trainers—he helps your Pokémon unlearn HM moves you no longer need or want. By freeing up space for a new move, you can teach your Pokémon newer skills that will help them in the tougher battles ahead, or perhaps a slick move that will go over huge at the Pokémon Contest Hall.

## Event 7: Team Aqua Hideout

Team Aqua has settled down in Lilycove City and is using the sea cave to the east as their Hideout. Team Aqua Grunts are currently teaching a legion of Wailmer new moves in the east bay, effectively cutting off access to the town from Route 124. Unfortunately, there isn't much you can do to displace Team Aqua right now, but as soon as you have the tools to evict them, come back and help the people of Lilycove City.

# Route 122 and Mt. Pyre

**Move Needed:** *HM03 (Surf)*

### Pokémon Appearances in Mt. Pyre (Floors 1–3)

| Pokémon | Conditions |
|---|---|
| Shuppet | Very Common |

### Pokémon Appearances in Mt. Pyre (Floors 4–6)

| Pokémon | Conditions |
|---|---|
| Shuppet | Very Common |
| Duskull | Common |

### Pokémon Appearances on Land (Mountain Wall)

| Pokémon | Conditions |
|---|---|
| Shuppet | Very Common |
| Vulpix | Common |
| Wingull | Common |

### Pokémon Appearances on Land (Mountain Summit)

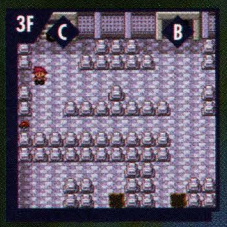
| Pokémon | Conditions |
|---|---|
| Chimecho | Rare |
| Duskull | Common |
| Shuppet | Very Common |

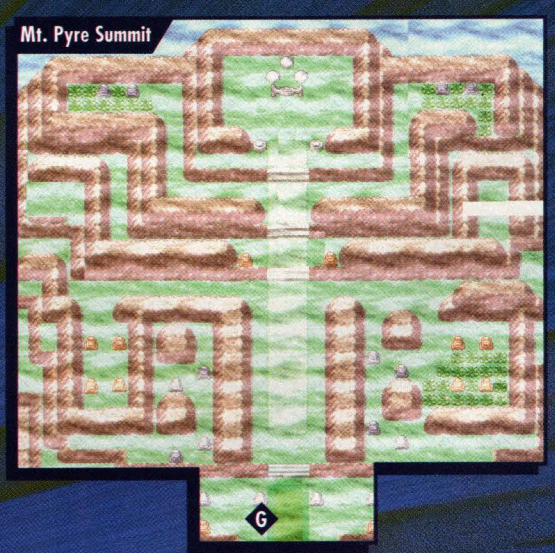
### Pokémon Appearances in Water (Route 122)

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

**Items**

- Cleanse Tag
- Lax Incense
- Magma Emblem
- Max Potion
- Sea Incense
- Super Repel
- TM30 (Shadow Ball)
- TM48 (Skill Swap)
- Ultra Ball





## Event 1: Enter the Mausoleum

There are two routes you can take at Mt. Pyre. From the first floor, you have two choices. You can immediately head outside and scale the face of the mountain to challenge Team Aqua at the summit. Or, you can explore the six floors of the mausoleum inside and collect both some very good Items and some rare Pokémon.

## Event 2: Summit Challenge

When you're finished exploring the interior of the mountain, start ascending the outer mountain wall. A mist settles over the path the closer you get to the top. You must challenge Team Aqua at the summit, eventually coming into contact with Team Aqua Leader Archie. It seems he has stolen a precious Red Orb from a summit shrine and Team Magma Leader Maxie has absconded with a Blue Orb.

Only trouble can come from these two Leaders having the Orbs, so it's up to you to stop them. But where? The old couple at the top of the mountain gives you an Item they found dropped after the scene, the Magma Emblem. With this token, you can enter the Team Magma Hideout on the Jagged Pass.

# Route 123

**Moves Needed:** *HM01 (Cut), HM03 (Surf)*

### Items

- Calcium
- Elixir
- Grepa Berries x8
- Lum Berry
- Pecha Berries x2
- Pomeg Berries x8
- PP Up
- Qualot Berries x8
- Rawst Berries x2
- Revival Herb
- Sitrus Berries x2
- Tamato Berries x2
- TM19 (Giga Drain)
- Ultra Ball

### Pokémon Appearances on Land

| Pokémon | Conditions |
|---|---|
| Gloom | Rare |
| Kecleon | Rare |
| Mightyena | Common |
| Oddish | Common |
| Shuppet | Common |
| Wingull | Rare |

### Pokémon Appearances in Water

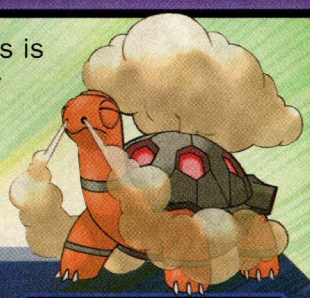
| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod), Very Common (Super Rod) |
| Wingull | Very Common |

## Event 1: See the Berry Master

The chief feature of Route 123 is the Berry Master's House, the destination in Hoenn for the discerning berry fan. You can find some very rare berries at the house. The place is also rich with fertile soil, so consider turning this into your own private orchard. Be sure to step inside and chat for a spell.

## Event 2: Getting TM19 (Giga Drain)

Be sure you chat with this young woman on Route 123. She's crazy about Grass-type Pokémon and if you happen to have one in your party, she gives you TM19 (Giga Drain). This is a great move to teach your Grass-type Pokémon.



# Magma Hideout

**Move Needed:** *HM04 (Strength)*

***Buried deep in Mt. Chimney, the Team Magma Hideout is where the land-loving crew stores its drilling equipment and plots its deeds.***

**Pokémon Appearances**

| Pokémon | Conditions |
|---|---|
| Geodude | Very Common |
| Graveler | Common |
| Torkoal | Common |

**Items**

- Escape Rope
- Full Restore
- Max Elixir
- Max Revive
- Nugget
- PP Max
- Rare Candy

## NOTE

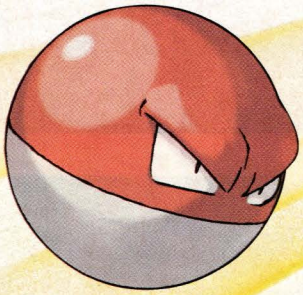
You cannot visit the Team Aqua Hideout unless you first stop at Slateport City and see the press conference at the Harbor where Team Aqua steals Capt. Stern's submersible.

## Event 1: Stop, Thief!

Team Aqua's Hideout has only a few rooms, but they are connected through a clever system of warps that send you to almost every corner of the place before you can finally catch up with the stolen submersible. Unfortunately, a battle delays you just long enough for Team Aqua to escape with the sub.

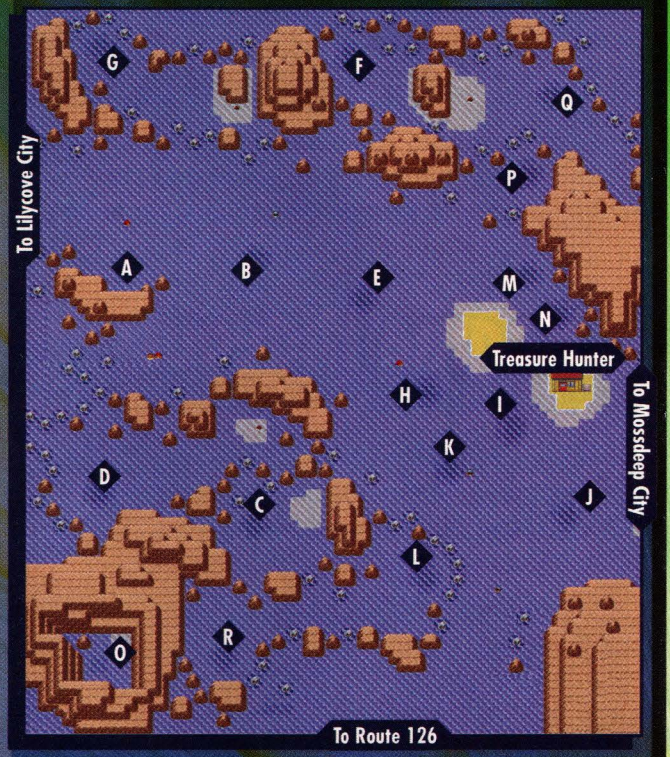
## Event 2: Grab the Master Ball

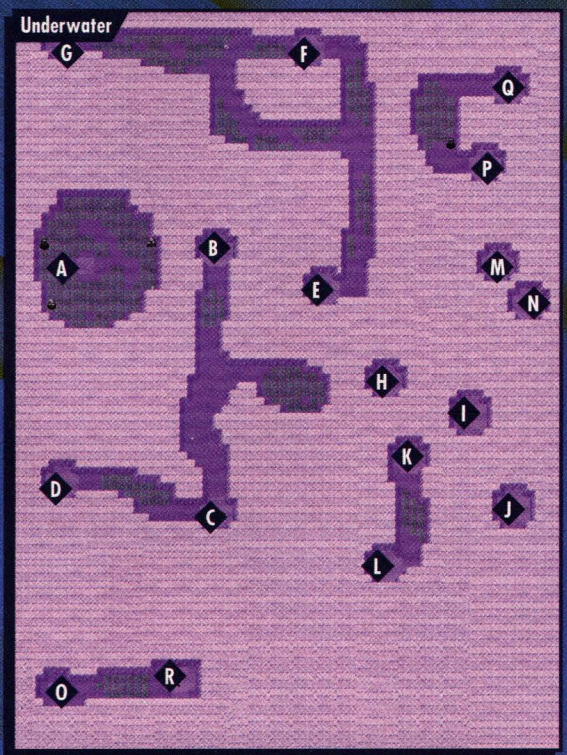
Before you leave the Team Aqua Hideout, warp all the way to the Team Leader's room in the facility. The room contains a much-coveted Master Ball, but also a Voltorb disguised as a Poké Ball. You want that Master Ball, so battle the Voltorb and don't leave until the Master Ball is safely in your Bag.



## Route 124

**Moves Needed:** *HM03 (Surf), HM08 (Dive)*



**Items**
- Blue Shard
- Red Shard
- Yellow Shard

**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

**Pokémon Appearances Underwater**

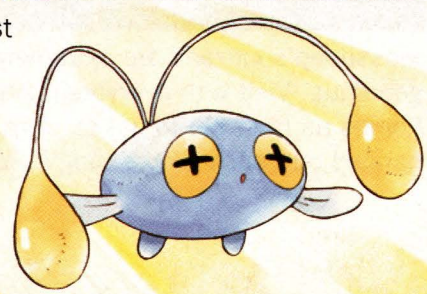
| Pokémon | Conditions |
|---|---|
| Chinchou | Common |
| Clamperl | Very Common |
| Relicanth | Rare |

## Event 1: Treasure Hunter

There lives a solitary man on a small island in Route 124, the Treasure Hunter. Stop by the Hunter's House to strike a deal with him. If you bring him special, colored Shards from deep beneath the surface, he will give you some of the treasures he's uncovered over the years. Just bring your booty back to the house for the trade.

**Shard Items**

| Shard | Exchange Item |
|---|---|
| Blue Shard | Water Stone |
| Green Shard | Leaf Stone |
| Red Shard | Fire Stone |
| Yellow Shard | Thunderstone |



## Event 2: Dive Deep

You cannot dive for sunken treasure just yet, though. Not until you get HM08 (Dive) in Mossdeep City can you sink beneath the waves for a look into the briny blue. When you can Dive, look for dark patches of water on the surface. Activate HM08 (Dive) and your Pokémon slips below the surface. When you want to rise to the surface, seek out a light patch of water that indicates light coming from above.

# Mossdeep City

**Move Needed:** *HM03 (Surf)*

***Mossdeep City is another island metropolis to the east of Hoenn's main landmass. The island is home to Hoenn's Space Center, the rocket science facility that furthers space exploration. A rocket launch is scheduled to take place soon, but somebody desires the rocket fuel needed to put the vehicle into orbit. Better head to the Space Center and check it out.***

**Items**
- HM08 (Dive)
- King's Rock
- Mind Badge
- Net Ball
- Sun Stone
- Super Rod
- TM04 (Calm Mind)

**Pokémart Merchandise**

| Item | Price |
|---|---|
| Ultra Ball | ₽1,200 |
| Net Ball | ₽1,000 |
| Dive Ball | ₽1,000 |
| Hyper Potion | ₽1,200 |
| Full Heal | ₽600 |
| Revive | ₽1,500 |
| Max Repel | ₽700 |
| X Attack | ₽500 |
| X Defend | ₽550 |

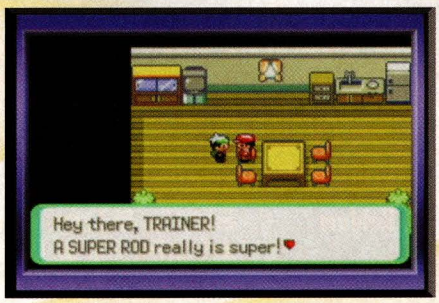
**Pokémon Appearances In Town**

| Pokémon | Conditions |
|---|---|
| Beldum | Find this in Steven's House after defeating him at Meteor Falls (after becoming Pokémon League Champion). |

**Pokémon Appearances**

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

## Event 1: Get the Super Rod




Stop by the Fisherman's House next to the Space Center, the large green building on the east side of the island town. He gives you the Super Rod, the best fishing pole in all of Hoenn. Now you can head back to the blue and catch some potent Water-type Pokémon.

## Event 2: Tour Mossdeep City

Mossdeep's citizens are extremely chatty and generous. Visit with everybody, and stop by as many homes as possible to get all of the free Items being handed out, such as the King's Rock.

Also stop by the Wireless House near the town's center. If you have a Wireless Adapter, you can play a pair of fun mini-games at the Wireless House with other *Pokémon* players. Pokémon Jump is a jump-rope game that only miniature Pokémon (no higher than 28") can enter. If you have a Dodrio, you can try out the Dodrio Berry Picker.

## Event 3: Gym Leader Battle #7– Liza and Tate

**Liza and Tate, Mossdeep Gym Leaders**

**Pokémon Type:**

PSYCHIC

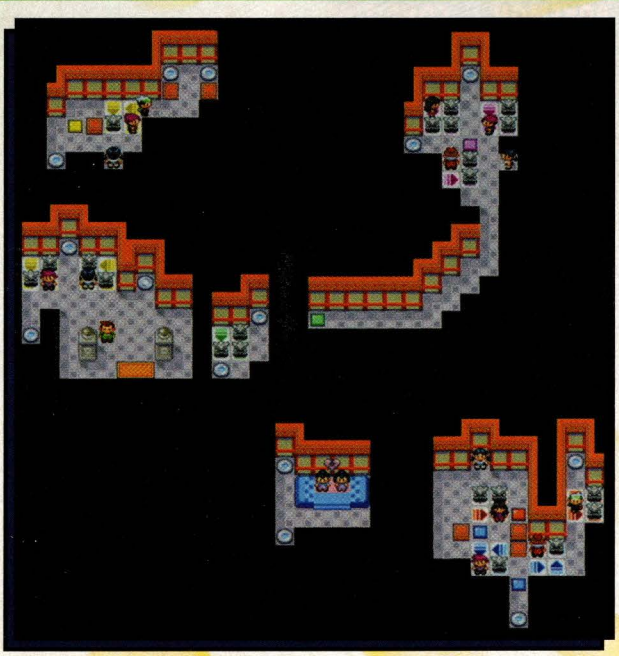
**Recommended Move Type:**

WATER

DARK

**Gym Leaders' Pokémon**

| Pokémon | Lv | Type | |
|---|---|---|---|
| Xatu | Lv41 | Psychic | Flying |
| Lunatone | Lv42 | Rock | Psychic |
| Solrock | Lv42 | Rock | Psychic |
| Claydol | Lv41 | Psychic | Ground |



The Mossdeep Gym is made up of a system of rooms connected by small warp pads. But figuring out which warp pad gets you to the Gym Leader isn't the hard part. Rather, navigating the system of button-activated conveyor belts is the bigger headache. Not only do you need to clear obstructions such as statues via the belts, but you may also accidentally move a Trainer into your eye-line if you aren't careful.

Once you reach the twin Gym Leaders, Liza and Tate, you need to have either a very strong Dark- or Water-type Pokémon to undo the potency of their Psychic-type Pokémon. Especially watch out for the Lunatone and Solrock duo. They complement each other perfectly and can keep you at bay for a long time.

## Event 4: Battle Team Magma at Space Center

The Space Center in Mossdeep City was about to launch a rocket into space, but Team Magma is trying to thwart the countdown. Apparently, Team Magma Leader Maxie has serious designs on the rocket fuel and will stop at nothing to get it. You must clear out the Space Center's ground floor before heading upstairs.

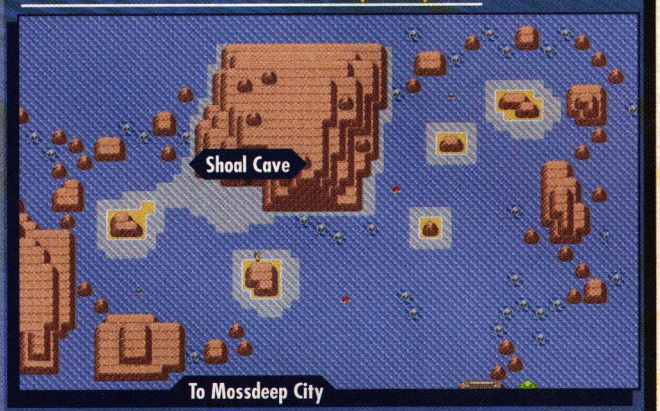
On the second floor, you meet up with Steven. Steven decides to team up with you to stop a pair of Team Magma Grunts from taking the rocket fuel. This is your first real 2-on-2 Battle with another Trainer. You must learn to rely on Steven's judgment during the battle while minding your own three Pokémon. When the battle is over, Team Magma retreats and Steven asks you to meet him at his house.

## Event 5: Get HM08 (Dive) from Steven

Impressed with your dueling skills at the Space Center, Steven hands over HM08 (Dive). This isn't the last of Steven's generosity, either. After you defeat the Elite Four and beat Steven at Meteor Falls, check back here to find a rare Pokémon as a present for you. It's Beldum, which if trained correctly, evolves into the fantastically powerful Metagross.

# Route 125

**Move Needed:** *HM03 (Surf)*




### Pokémon Appearances

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

### Items

- Big Pearl
- Blue Shard
- Focus Band
- Ice Heal
- Nevermeltice
- Rare Candy
- Red Shard
- Shell Bell
- Shoal Salt
- Shoal Shell
- TM07 (Hail)
- Yellow Shard

## Event 1: Shoal Cave

North of Mossdeep City, you find Route 125 and the Shoal Cave. This cave is seriously affected by the tides. At high tide, a good deal of the cave is hard to explore, but low tide exposes almost everything. A man inside the cave can make a Shell Bell. He is happy to craft one for you, but first he needs the materials.

### NOTE

For more on what to do in the Shoal Cave, see this guide's Bonuses and Extra Content section.

# Route 126

**Moves Needed:** *HM03 (Surf), HM08 (Dive)*

### Items

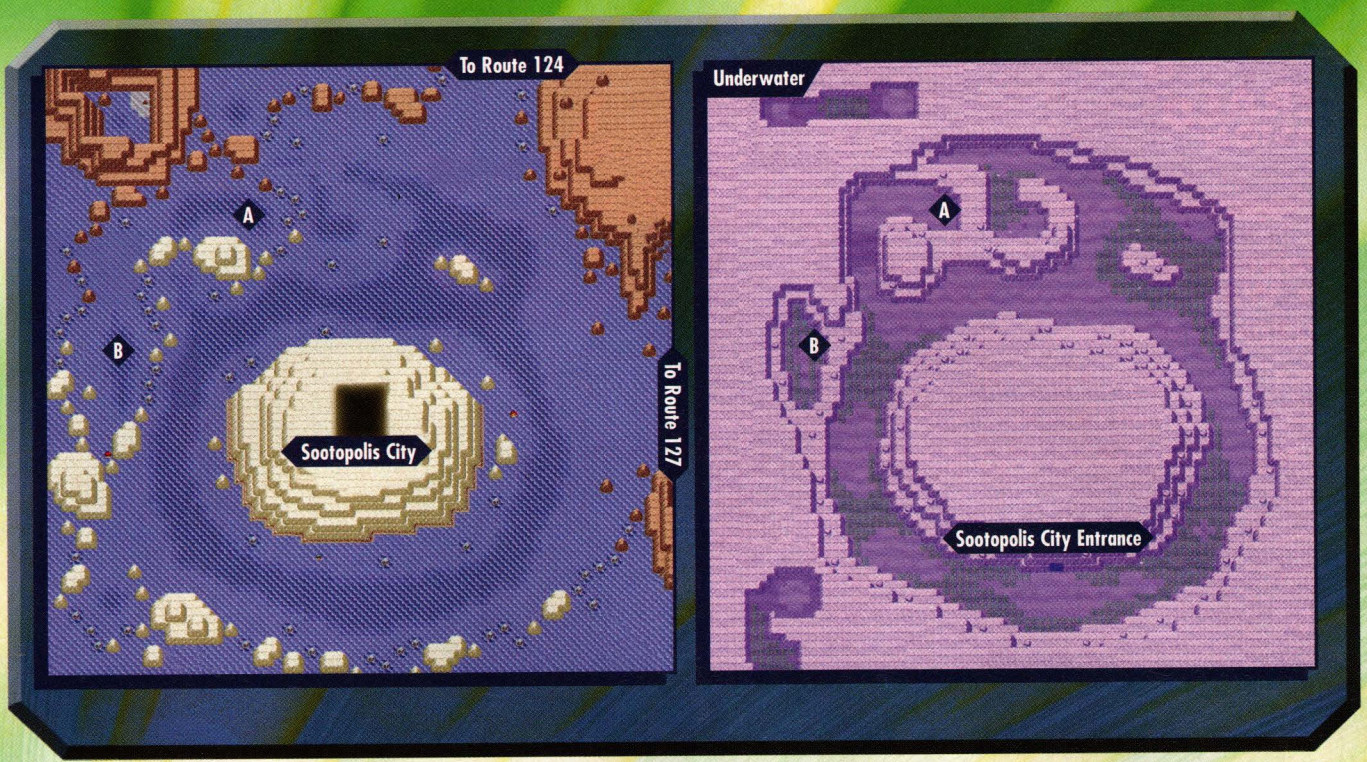
- Big Pearl
- Heart Scale
- Green Shard

### Pokémon Appearances in Water

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

### Pokémon Appearances Underwater

| Pokémon | Conditions |
|---|---|
| Chinchou | Common |
| Clamperl | Very Common |
| Relicanth | Rare |




## Event 1: Deepsea Diving

The ocean floor beneath Route 126 is littered with sunken treasures. Either use the Itemfinder to locate them or look for shallow indentations in the sand to spot a possible treasure location.

## Event 2: Sootopolis Entry

The underwater entrance to Sootopolis is below the waves of Route 126, but you don't need to drop down here yet. (However, there is a Pokémart and Pokémon Center in the city if you need them now.) Most of the city is shut down, so concentrate your attention on Route 127 for now. However, when you are asked to report to Sootopolis City, this is where you will dive to find it.

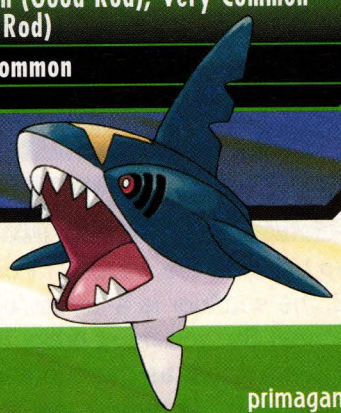
# Route 127 and Route 128

**Moves Needed:** *HM03 (Surf), HM08 (Dive)*

**Items**
- Carbos
- Rare Candy
- Zinc

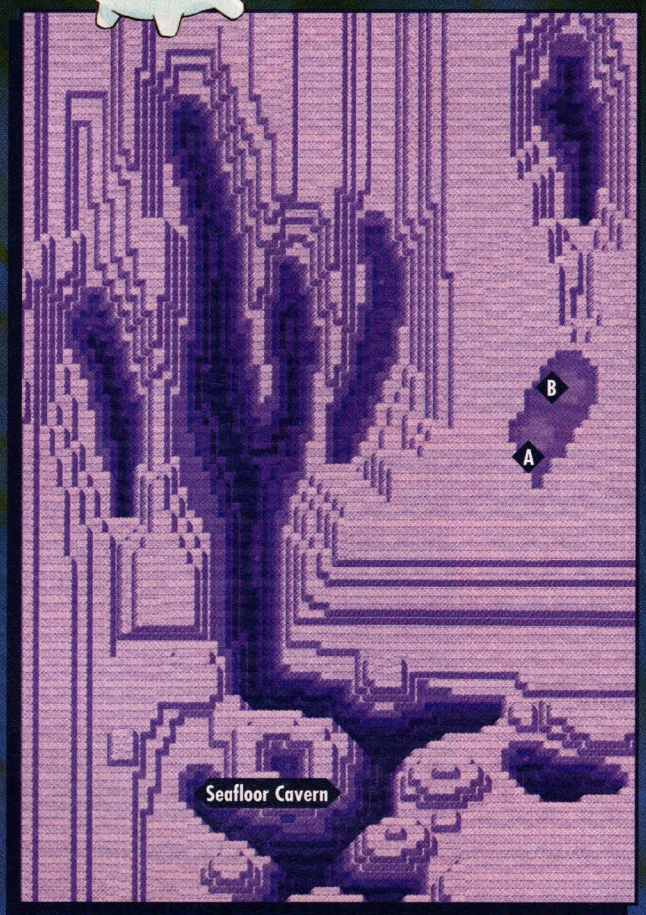
**Pokémon Appearances in Water (Route 127)**

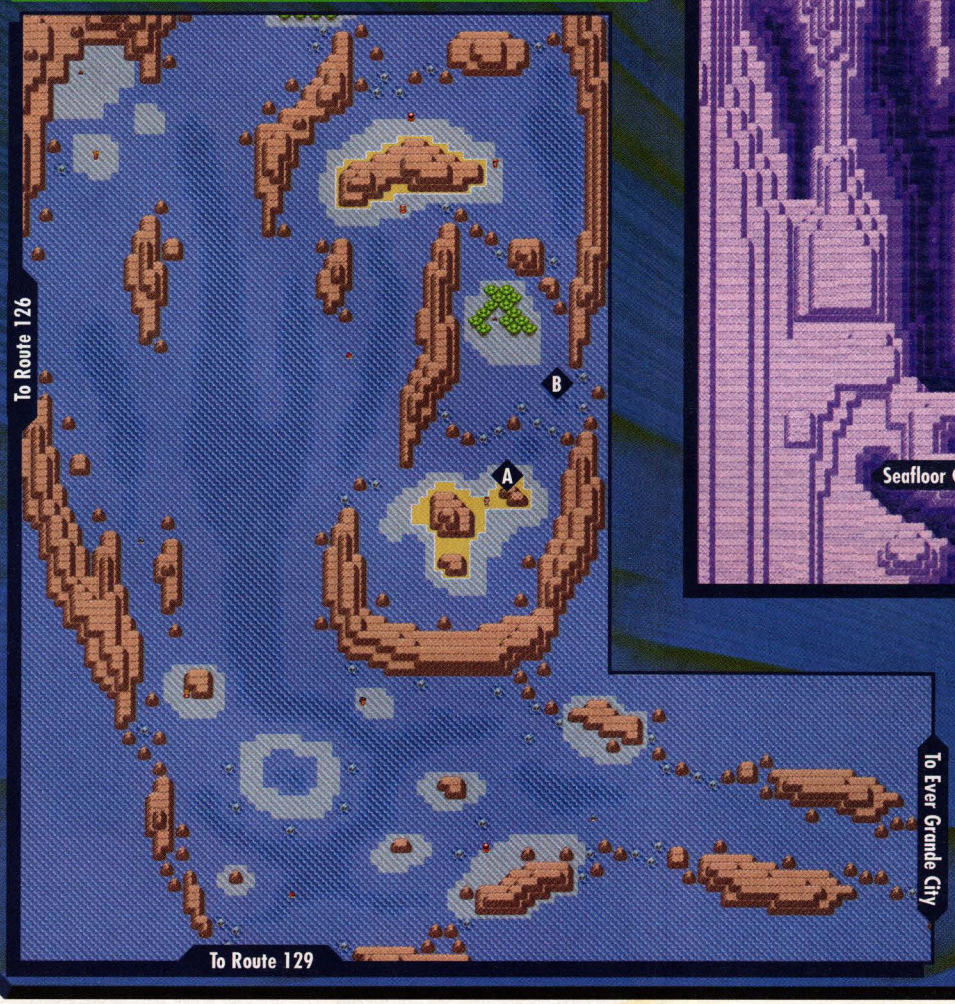
| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

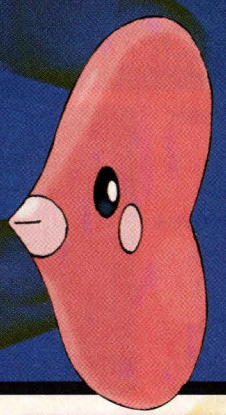


**Pokémon Appearances in Water (Route 128)**

| Pokémon | Conditions |
|---|---|
| Corsola | Common (Super Rod) |
| Luvdisc | Common (Good Rod); Very Common (Super Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod), Very Common (Super Rod) |
| Wingull | Very Common |



## Event 1: Chase Down the Submersible

Deep beneath the waves of Routes 127 and Route 128, the seafloor is a carved-up canvas full of deep trenches. But you must brave the depths to catch up with Team Aqua, as the submersible was last seen in these parts. After you are done fishing and battling wild Pokémon on the surface of the water, use HM08 (Dive) to slip below and follow the troughs south to the entrance of the Seafloor Cavern.

# Seafloor Cavern

**Moves Needed:** *HM03 (Swim), HM04 (Strength), HM06 (Rock Smash), HM08 (Dive)*

**Item**

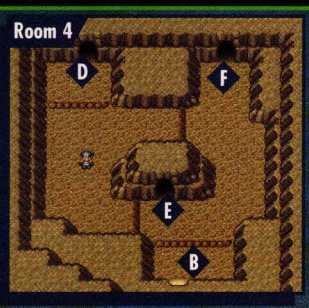
- TM26 (Earthquake)

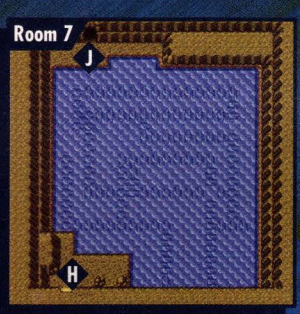
**Pokémon Appearances on Land**

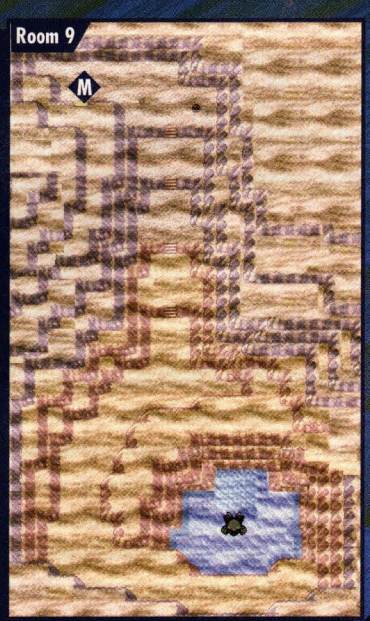
| Pokémon | Conditions |
|---|---|
| Golbat | Common |
| Zubat | Very Common |

**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Golbat | Rare |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Tentacool | Very Common; Common (Old Rod); Very Common (Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Zubat | Very Common |





## Event 1: Strength Is the Key

Several rooms lead to the deepest section of the Seafloor Cavern—many of them, however, are blocked by huge boulders that only a Pokémon with great HM04 (Strength) can move out of the way. Some of the rooms require you to move the boulders in specific patterns to clear a path to the exit. Should you accidentally block the doorway with a missed move, leave the room the way in which you came. The boulders will reset to their original position and you can try again.

## Event 2: Battle Team Aqua Leader Archie

You catch up with Team Aqua Leader Archie at the bottom of the Seafloor Cavern—but he is hardly alone. He stands before a slumbering Kyogre, the Legendary Water-type Pokémon. You must battle Archie before he can awaken Kyogre. The battle will be tough. Archie has some powerful Water-type Pokémon, such as Sharpedo, but an Electric-type Pokémon will go far in this challenge.

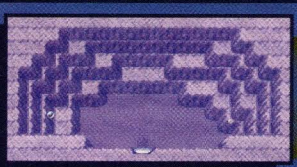
Even if you defeat Archie, it's too late to stop him from using the Red Orb. But as Team Magma Leader Maxie discovered, the Orb has an unintended effect. Kyogre stirs, but then it flies away. Now both Kyogre and Groudon are loose—what have these two Leaders done to Hoenn?

### TIP

When you return to the surface (an Escape Rope is handy for this), you discover that the climate has gone haywire. The sky is split with fierce bolts of lightning and a horrible torrent of rain pelts the land. Head to Sootopolis City to see if you can make sense of this disaster.

## Sootopolis City

**Move Needed:** *HM03 (Surf)*



**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Gyarados | Common (Super Rod) |
| Magikarp | Very Common; Very Common (Old Rod, Good Rod, Super Rod) |
| Tentacool | Common (Old Rod) |

*Deep underwater to the east of Hoenn's mainland is Sootopolis City. Accessible only by diving beneath the waves, the city is host to the Cave of Origin, a mystical place where the secrets of Legendary Pokémon await a talented Trainer. Are you that Trainer?*

**Items**

- Rain Badge
- TM03 (Water Pulse)
- TM31 (Brick Break)
- Wailmer Doll

**Pokémart Merchandise**

| Item | Price |
|---|---|
| Ultra Ball | ₽1,200 |
| Hyper Potion | ₽1,200 |
| Max Potion | ₽2,500 |
| Full Heal | ₽600 |
| Revive | ₽1,500 |
| Max Repel | ₽700 |
| X Attack | ₽500 |
| X Defend | ₽550 |
| Shadow Mail | ₽50 |

## Event 1: Legendary Battle

After Kyogre has been released, return to Sootopolis City to see what Team Magma and Team Aqua have done. Kyogre and Groudon are in the center of the city, engaged in a ferocious battle that threatens to tear the world asunder. The foul weather is a direct result of their conflict. Is there perhaps a third Legendary Pokémon that can calm the waters and break these two apart?

After you calm the battle, tour the city and speak to the kind citizens. They give you a powerful TM as well a great Secret Base knick-knack.

## Event 2: See the Cave of Origin

After witnessing the terrible battle in the bay, head for Steven and speak to him. He leads you to the entrance of the Cave of Origin. Inside, you are to speak with Wallace, the former Gym Leader of Sootopolis City and an expert on Legendary Pokémon.

Wallace will ask you a question about what could possibly be done about the great conflict between Groudon and Kyogre. Perhaps there is something at the Sky Pillar that could end their fight?

## Event 3: Visit the Gym

After the crisis in the bay has subsided, be sure to head for the Sootopolis Gym. The Gym was previously closed, but now that Kyogre and Groudon have been dispersed, you can challenge the Gym Leader for the eighth and final Gym badge.

## Event 4: Gym Leader Battle #8– Juan

**Juan, Sootopolis Gym Leader**

**Pokémon Type:**
WATER

**Recommended Move Type:**
ELECTRIC
GRASS

**Gym Leader's Pokémon**

| Pokémon | Lv | Type | |
|---|---|---|---|
| Luvdisc | Lv41 | Water | |
| Whiscash | Lv41 | Water | Ground |
| Sealeo | Lv43 | Water | Ice |
| Crawdaunt | Lv43 | Water | Dark |
| Kingdra | Lv46 | Water | |

Wallace has abdicated his Gym to a new Gym Leader, Juan. The former Gym Leader has left the facility in capable hands, as Juan is a master of Water-type Pokémon. He has assembled a strong team, but if you have a powerful Electric- or Grass-type Pokémon in your ranks, you should be able to dismantle Juan in a matter of several turns.

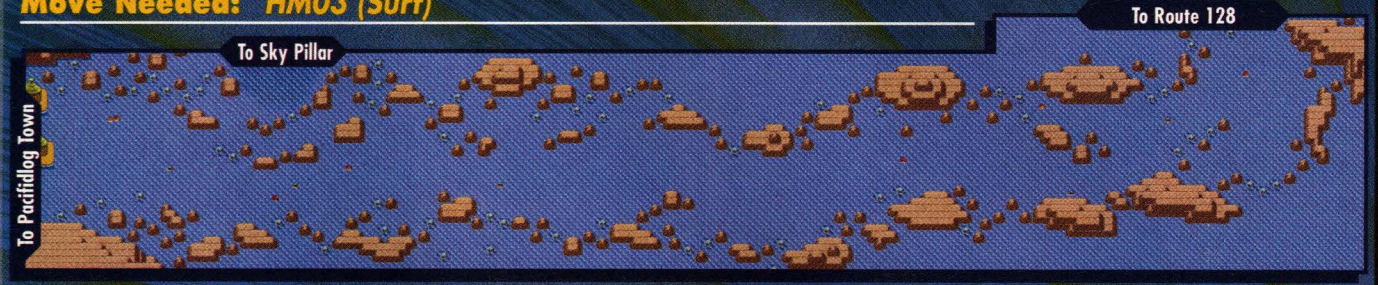
The big catch is getting to Juan, though. The Gym floor is made of ice and all it takes is two steps on the same space to fall through to the basement level, which is full of Trainers. The key to reaching Juan at the top of the Gym is to step on each tile only once—but you must step on every tile at least once to open the staircase leading to the next area.

**NOTE**

After defeating Juan and earning the eighth Gym badge you are ready to take on the Elite Four!

# Routes 129, 130, and 131

**Move Needed:** *HM03 (Surf)*



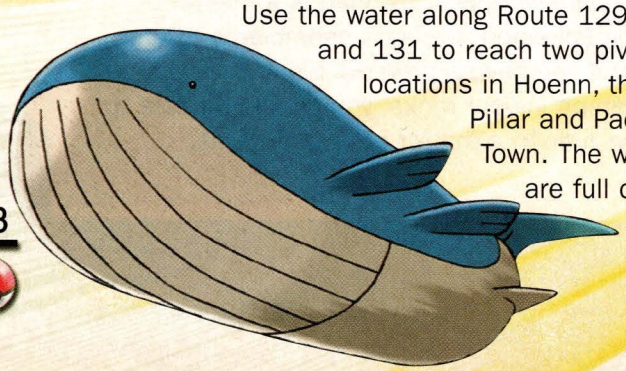

**Pokémon Appearances in Water (Route 129)**

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wailord | Very Rare |
| Wingull | Very Common |

**Pokémon Appearances in Water (Route 130 and Route 131)**

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

## Event 1: Water Route



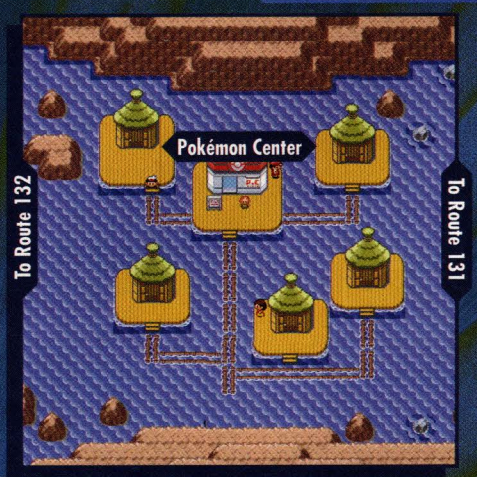
Use the water along Route 129, 130, and 131 to reach two pivotal locations in Hoenn, the Sky Pillar and Pacifidlog Town. The waters are full of swimming Trainers, so this is an excellent place to gain valuable experience and cash.

# Pacifidlog Town

**Move Needed:** *HM03 (Surf)*

*Pacifidlog Town is a tiny city built above a Corsola colony. The floating township is the travel hub between Sootopolis City and the Hoenn mainland. Several rumors in town tell of powerful Pokémon lying in wait for the perfect Trainer to wake them and a mysterious island somewhere off the coast of Hoenn.*

**Items**
- TM21 (Frustration)
- TM27 (Return)
- Wave Mail




**Pokémon Appearances in Town**

| Pokémon | Conditions |
|---|---|
| Horsea | Trade for a Bagon |

**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

## NOTE

Pacifidlog Town is small, so it doesn't have its own Pokémart. If you need to restock on Items, use HM02 (Fly) to return to one of the other cities, such as Lilycove City.

## Event 1: Seeing Mirages?

A man who lives on the east end of Pacifidlog has a special gift. Only he can see the elusive Mirage Island off of Route 130. However, the island appears only if the conditions are right—and the gentleman is tight-lipped about exact details. However, when he mentions he can see the island, use HM03 (Surf) to Route 130 and explore.

## Event 2: Trade for a Horsea?

If you have a Bagon you are willing to part with, talk to the girl in the small house south of the Pokémon Center. She has a Horsea she would love to trade for a Bagon, which is not an easy Pokémon for her to find.

## Event 3: Extended Family

The Pokémon Fan Club Chairman's younger sibling is touring Pacifidlog Town and has a couple TMs he may be willing to part with. Show him your lead Pokémon. If the Pokémon likes you, he will give you TM27 (Return). However, if the Pokémon isn't fond of you, he will award you TM21 (Frustration).

## TIP

The Pokémon Fan Club Chairman's little brother will only give you one TM at a time, so don't try to switch out your Pokémon to get the other TM. Wait several days before returning to receive the other TM.

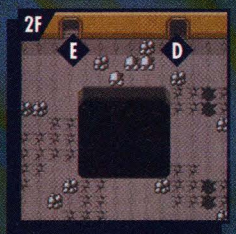
## NOTE

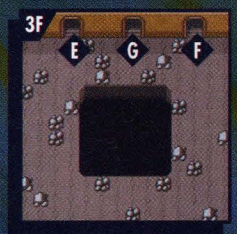
The town is abuzz with a new rumor. There are three Legendary Pokémon made of steel, rock, and ice in Hoenn—and the key to discovering these Pokémon is nearby.

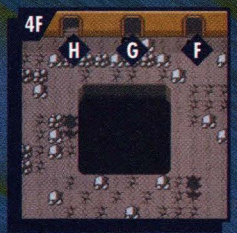
# Sky Pillar

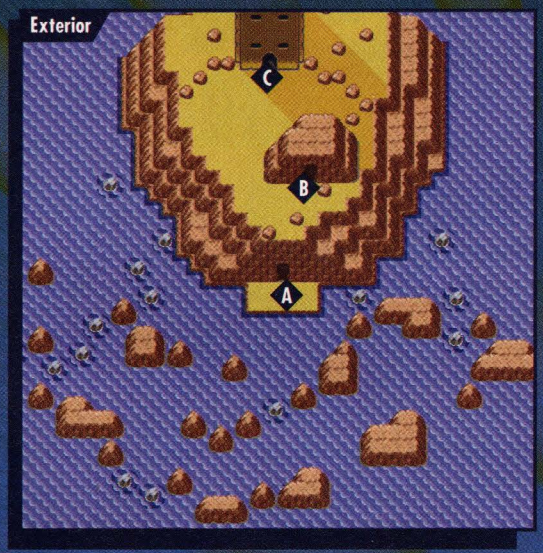
**Moves and Items Needed:** *HM03 (Surf), Mach Bike*

*The Sky Pillar is a mysterious tower jutting above the sea. The foreboding place is home of the most powerful Legendary Pokémon in Hoenn. Perhaps this slumbering creature is the key to saving the world?*







### ITEMS

None

### POKÉMON APPEARANCES ON 1F–3F

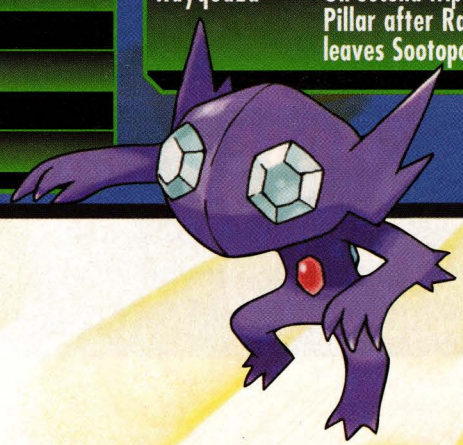
| POKÉMON | CONDITIONS |
|---|---|
| Banette | Common |
| Claydol | Common |
| Golbat | Common |
| Sableye | Common |

### POKÉMON APPEARANCES ON 5F

| POKÉMON | CONDITIONS |
|---|---|
| Altaria | Rare |
| Banette | Common |
| Claydol | Common |
| Golbat | Common |
| Sableye | Common |

### SPECIAL POKÉMON APPEARANCE

| POKÉMON | CONDITIONS |
|---|---|
| Rayquaza | On second trip to Sky Pillar after Rayquaza leaves Sootopolis City |



## Ascend Sky Pillar

Wallace is waiting for you at the Sky Pillar. He directs you inside, where you are charged with finding—and waking—the mighty Rayquaza. Hopefully the Legendary Pokémon can stop Groudon and Kyogre.

During this first visit to the Sky Pillar, the ground is clear. There are no fragile floor tiles. You need to get past the wild Pokémon (and there are a lot) and reach Rayquaza on the top floor. When you reach the top, Rayquaza slumbers. Approach Rayquaza, and it will rise up and fly away, off to confront the other two warring Legendary Pokémon.

### CAUTION

The first time you ascend the Sky Pillar to wake Rayquaza, you cannot catch it. On your second visit to the Sky Pillar, you can attempt to catch the Legendary Pokémon. However, you have only one chance to do this. If you defeat Rayquaza, it vanishes. If your Pokémon faint, it disappears. Save your game before you enter the 5th floor of the Sky Pillar—and bring all of the Ultra Balls you can afford.

## Routes 132, 133, and 134

**Moves Needed:** *HM03 (Surf), HM08 (Dive)*

### Items

- Big Pearl
- Carbos
- Max Revive
- Protein
- Rare Candy
- Star Piece

### Pokémon Appearances in Water (Routes 132, 133, and 134)

| Pokémon | Conditions |
|---|---|
| Horsea | Common (Super Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Sharpedo | Very Common (Super Rod) |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

## Event 1: Watch Out for the Currents

The waterway along Routes 132–134 is full of fast-moving water that can carry you from one side to the other in moments if you're caught in the rush. After you start west on these routes, it's impossible to get to Pacifidlog Town without using HM02 (Fly) or heading back around Hoenn. The routes are full of Trainers, too, so it's easy to be swept from battle to battle.

## Event 2: The Sealed Chamber

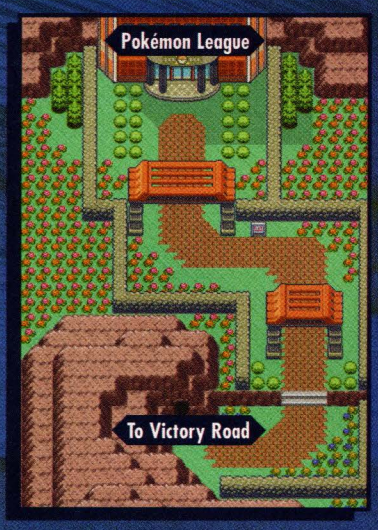
Route 134 hosts the Sealed Chamber, a mysterious set of ruins deep beneath the waves. To reach it, stay south along the routes or else you will be swept right by the diving spot. When you do reach the special patch of dark water, use HM08 (Dive) to slip beneath the waves and solve the riddles.

### TIP

For more information on the Sealed Chamber and the secrets within, see the Bonus Quests, Legendary Pokémon, and the Battle Frontier section.

# Ever Grande City

**Moves Needed:** *HM03 (Surf), HM07 (Waterfall)*



*Ever Grande City is home to the Pokémon League, where Pokémon Trainers aspire to take on the Elite Four. The Elite Four are the greatest Pokémon Trainers in Hoenn—do you have the skill and talent to take them on and prove yourself to be a true champion?*

**Pokémart Merchandise**

| ITEM | PRICE |
|---|---|
| Ultra Ball | ₽1,200 |
| Hyper Potion | ₽1,200 |
| Max Potion | ₽2,500 |
| Full Restore | ₽3,000 |
| Full Heal | ₽600 |
| Revive | ₽1,500 |
| Max Repel | ₽700 |

**Pokémon Appearances in Water**

| POKÉMON | CONDITIONS |
|---|---|
| Corsola | Common (Super Rod) |
| Luvdisc | Common (Good Rod); Very Common (Super Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Pelipper | Rare |
| Tentacool | Common (Old Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Wingull | Very Common |

## Event 1: Up the Waterfall

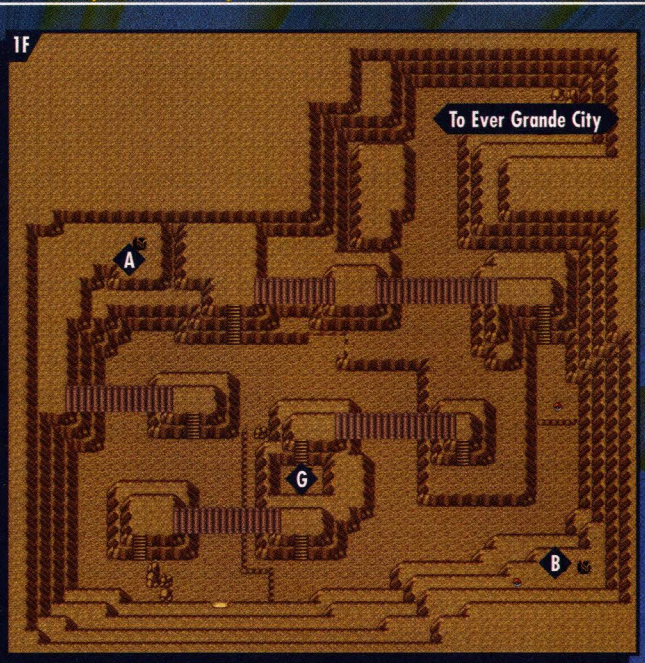
The entrance to Ever Grande City and the Pokémon League is up the waterfall, so use HM07 (Waterfall) to ascend the rushing water. Without the HM, there is no way to access the Elite Four challenge.

## Event 2: Last-Chance Shopping

Before heading down Victory Road, en route to challenge the Elite Four, stop at the Pokémon Center outside of the Pokémon League and rest up. Do any last-minute Pokémon shifting necessary for the battles ahead. And if you need to stock up on some Items, such as Full Heal, use this final storefront to do so. Victory Road may be the road less traveled, but that's because it's full of wild Pokémon.

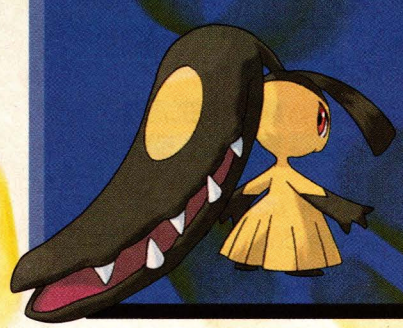
# Victory Road

**Moves Needed:** *HM03 (Surf), HM04 (Strength), HM05 (Flash), HM06 (Rock Smash), HM07 (Waterfall)*



**Items**

- Full Heal
- Full Restore
- Max Elixir
- PP Up
- TM29 (Psychic)



### Pokémon Appearances on 1F

| Pokémon | Conditions |
|---|---|
| Aron | Rare |
| Golbat | Common |
| Hariyama | Common |
| Lairon | Common |
| Makuhita | Common |
| Whismur | Rare |
| Zubat | Common |

### Pokémon Appearances on B1F

| Pokémon | Conditions |
|---|---|
| Geodude | Common (Rock Smash) |
| Golbat | Very Common |
| Graveler | Very Common (Rock Smash) |
| Hariyama | Very Common |
| Lairon | Common |
| Mawile | Rare |

### Pokémon Appearances on B2F

| Pokémon | Conditions |
|---|---|
| Golbat | Very Common |
| Lairon | Common |
| Mawile | Rare |
| Sableye | Very Common |

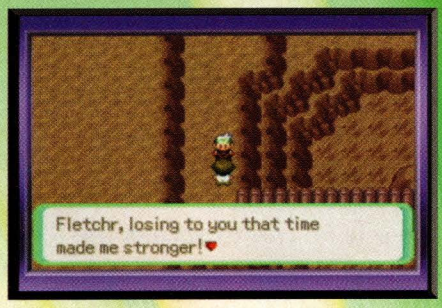
### Pokémon Appearances in Water

| Pokémon | Conditions |
|---|---|
| Barboach | Common (Good Rod); Very Common (Super Rod) |
| Golbat | Very Common |
| Goldeen | Common (Old Rod, Good Rod) |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Whiscash | Common (Super Rod) |

## CAUTION

You don't need to use HM05 (Flash) to make it through Victory Road, but it makes seeing your way easier. The dark cave has limited visibility without it.

### Event 1: Battle Wally




Wally challenges you one last time, but he has grown as a Trainer. The little guy has five Pokémon under his tutelage, many above LV40! This battle is the perfect warm-up before heading into the Pokémon League and challenging the Elite Four.

# The Elite Four

Welcome to the big challenge: Defeating the Elite Four at the Pokémon League. This is what Trainers dream of doing, and now you have your chance to stand beside some of the greatest Pokémon Masters in history and prove yourself worthy of keeping their company. The Elite Four are talented Trainers, but they have different Pokémon in their teams, and they use different tactics. Some play aggressively, others are defensive—hoping to draw out your aggressive moves and expose a weakness.

The Pokémon of the Elite Four represent several types, from Ice to Dragon, from Dark to Water. It takes a well-balanced team to work your way up the ranks, as the move you use to exploit one Elite Four's weaknesses stands to do nothing in the next battle. You also need to have a team of significantly leveled up Pokémon. The lowest level Pokémon in the Elite Four challenge is LV46. You should be at least in the high 40s. The higher your levels, the better chance you have at withstanding the contest. Don't be afraid to turn back, level up some more, then return.

There are a few recommendations before taking on the Elite Four. It is good to have many Pokémon in your party that represent these types:

| | | |
|---|---|---|
| ELECTRIC | FIRE | FIGHTING |
| ICE | GROUND | WATER |

Also give your Pokémon any advantageous Held Items, such as Quick Claw, Charcoal, or a Chesto Berry. And fill your Bag with recovery Items, such as Max Potions and Full Heals. Never enter this challenge without at least a few Revives, especially if you plan on relying on a couple of choice Pokémon to bear the brunt of the work. After you assemble the

team you think best stands a chance against the Elite Four, step inside the inner sanctum of the Pokémon League and take the challenge of a lifetime.

## Elite Four Battle #1: Sidney

| Pokémon | | |
|---|---|---|
| NAME | LV | TYPE |
| Mightyena | LV46 | DARK |
| Shiftry | LV48 | GRASS / DARK |
| Cacturne | LV46 | GRASS / DARK |
| Crawdaunt | LV48 | WATER / DARK |
| Absol | LV49 | DARK |

**Recommended Types:** FIGHTING, ICE, ELECTRIC

Sidney's Dark-type Pokémon present a formidable challenge unless you have the right kind of Pokémon to offset the onslaught. Fighting-type Moves work best against this team, but if you have no solid Fighting-type Moves to use, use Electric- and Ice-type Moves to at least counteract the secondary type of Sidney's Pokémon. For example, a good shot of TM34 (Thunderbolt) will do heavy damage to Sharpedo's ample HP. Considering that Sidney's team is the lowest level you will encounter in the Elite Four challenge, use it as a measuring stick of your abilities. If you struggle during this contest, you may need to forfeit the competition for now and head into Hoenn to gain more experience.

## Elite Four Battle #2: Phoebe

| Pokémon | | |
|---|---|---|
| NAME | LV | TYPE |
| Dusclops | LV49 | GHOST |
| Dusclops | LV51 | GHOST |
| Banette | LV49 | GHOST |
| Banette | LV49 | GHOST |
| Sableye | LV50 | GHOST / DARK |

**Recommended Types:** GHOST, DARK

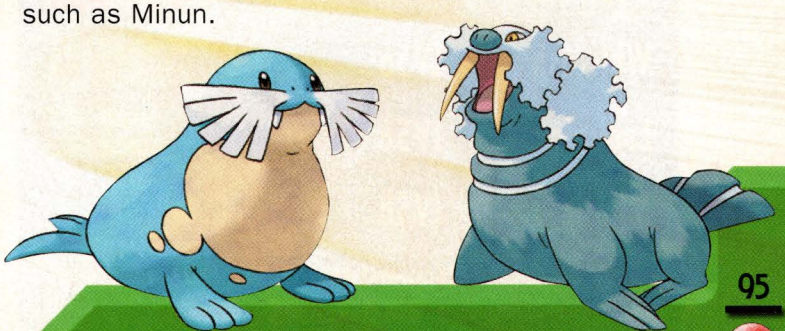
Ghost-type Pokémon are a challenge if you do not have a high-level Ghost-type Pokémon to counteract their spooky moves. Dark-type Moves also work well against the majority of this group, save for Sableye. At LV50, this Sableye bears none of the weakness of the other Pokémon in this tier. The contest may turn into a battle of attrition, where you keep laying on same-type moves and using recovery Items, hoping that you can pull off a Critical Hit that turns the tables in your favor.

## Elite Four Battle #3: Glacia

| Pokémon | | |
|---|---|---|
| NAME | LV | TYPE |
| Glalie | LV50 | ICE |
| Sealeo | LV50 | ICE / WATER |
| Sealeo | LV52 | ICE / WATER |
| Glalie | LV52 | ICE / WATER |
| Walrein | LV53 | ICE / WATER |

**Recommended Types:** FIRE, ELECTRIC, FIGHTING, ROCK

Fire-type Moves would normally ruin an Ice-oriented team, but four of Glacia's five Pokémon have secondary Water types, which undo the effectiveness of the attack. If you have strong Fighting- or Rock-type Moves, use them, but your best weapon in this contest is an Electric-type Pokémon, such as Minun.



## Elite Four Battle #4: Drake

| Pokémon | | |
|---|---|---|
| NAME | LV | TYPE |
| Shelgon | LV52 | DRAGON |
| Altaria | LV54 | DRAGON / FLYING |
| Flygon | LV53 | GROUND / DRAGON |
| Kingdra | LV53 | WATER / DRAGON |
| Salamence | LV55 | DRAGON / FLYING |

**Recommended Type:** ICE

The contest is made up of Dragon-type Pokémon, which are difficult to beat unless you have some strong Ice-type Moves. Heavy Ice attacks do double the damage on Flygon, because its secondary type is Ground. Electric-type Moves also help bring down the Flying Dragon-type Pokémon, such as Salamence and Altaria.

## Champion Battle: Wallace

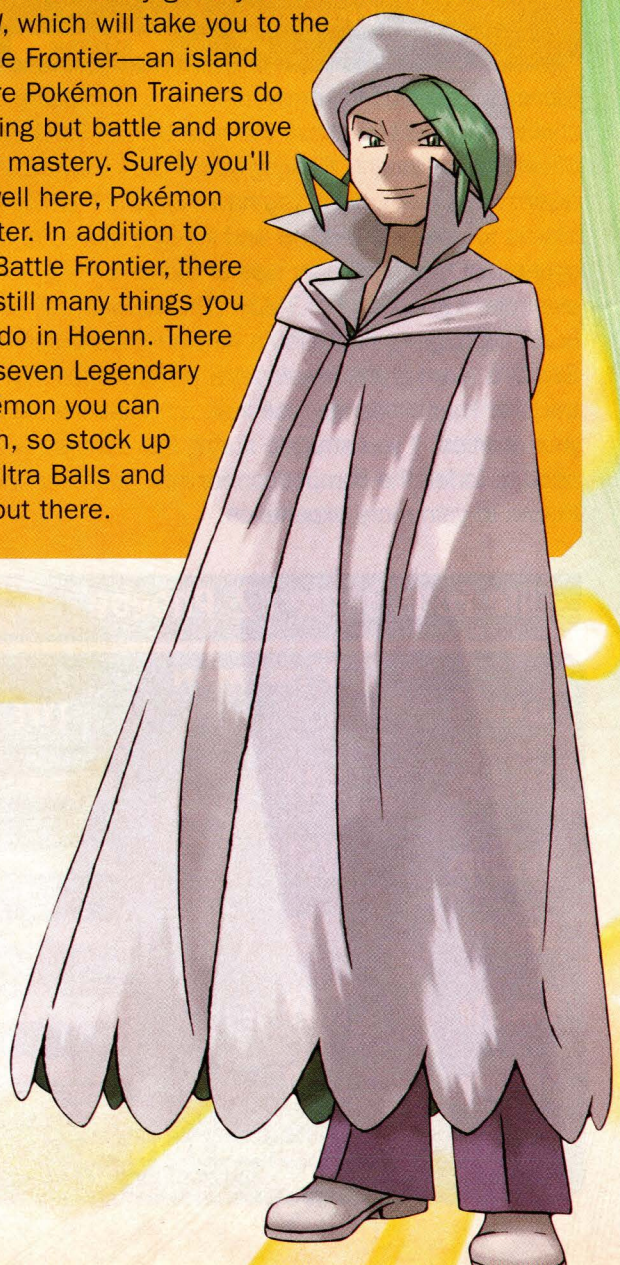
| Pokémon | | |
|---|---|---|
| NAME | LV | TYPE |
| Tentacruel | LV55 | WATER |
| Wailord | LV57 | WATER |
| Gyarados | LV56 | WATER / FLYING |
| Whiscash | LV56 | WATER / GROUND |
| Ludicolo | LV56 | WATER / GRASS |
| Milotic | LV58 | WATER |

**Recommended Type:** ELECTRIC

Wallace has some high-level Pokémon, but they all share a common weakness: Electric-type Moves. If you have at least one Pokémon with some strong Electric-type Moves, it will be easy to undo this team. However, if your Electric-type Moves are out of PP, you will have difficulty. Keep an Elixir on hand to restore PP in case you run out mid-battle.

## Congratulations, Pokémon Master!

After you defeat the Elite Four, you are recognized at the greatest Pokémon Trainer in all of Hoenn, the true Pokémon Master. However, this is not the end of the game. After the end credits roll and you save your game, you end up home in Littleroot Town. Your family gives you a ticket to the S.S. *Tidal*, which will take you to the Battle Frontier—an island where Pokémon Trainers do nothing but battle and prove their mastery. Surely you'll do well here, Pokémon Master. In addition to the Battle Frontier, there are still many things you can do in Hoenn. There are seven Legendary Pokémon you can catch, so stock up on Ultra Balls and get out there.



# Legendary Pokémon, Bonus Quests, and the Battle Frontier

There are lots of adventures and battle challenges left in Hoenn after you defeat the Elite Four at the Pokémon League. There are additional locations to visit, Pokémon Contests to enter, and Legendary Pokémon to find and catch. And if that wasn't enough, there is the brand-new Battle Frontier—an island off Hoenn's coast where Trainers go to compete in a series of challenges. Imagine a whole theme park dedicated to the art of Pokémon battles, and you have a good idea of what's in store for you at the Battle Frontier.

## Legendary Pokémon

A host of Legendary Pokémon are still hiding in Hoenn after you settle the great battle between Kyogre and Groudon. Sometimes, finding these Pokémon is the easy part. It takes a strong, talented, and patient Trainer to battle these Legendary Pokémon long enough to wear them down to the point that they succumb to a Poké Ball. Here are sound tactics for finding and catching these Legendary Pokémon—it's worth the work, because they are a blast to use in battles on your behalf when playing with friends!

### Getting Groudon

After the game restarts, Groudon crawls back into hiding. But the effects of its presence on Hoenn linger—and that's the key to finding it. After the game restarts, visit the Weather Institute and talk to the researcher on the second floor, all the way to the right.

He tells you that a particular region in Hoenn is experiencing a severe drought. It must be due to an incredible heat source. While the weatherman doesn't come right out and say it, you know what's causing it—Groudon. The researcher tells you which route is experiencing the dry weather.

**NOTE**

Groudon can appear in four different routes. If you dawdle while heading to that route, you risk the Legendary Pokémon relocating somewhere else. You must then go back to the Weather Institute and talk to the researcher again to discover the new route affected by the climate change.

Groudon appears in the Terra Cave, a small, misty, subterranean chamber that consists of an antechamber, then a sleeping room. Terra Cave appears on Routes 114–116, and 118. The trick is to find the entrance to the Terra Cave in time. The entrance can appear in several places, but here's a hint: It always appears in the rocky face of a mountain or cliffside.

After you find the Terra Cave, dig in and approach the sleeping Pokémon. Challenge the Legendary Pokémon and let the battle begin. Make sure you have lots of Ultra Balls, as you will expend a great deal of them while trying to catch this top-tier Pokémon. Groudon is at LV70.

## CAUTION

You have only one shot each to catch Groudon, Kyogre, and Rayquaza. Save right before you battle them because if you mistakenly make them faint or lose the battle, they vanish from Hoenn forever. If you lose the battle (or inadvertently win), turn off your Game Boy Advance without saving and battle again.

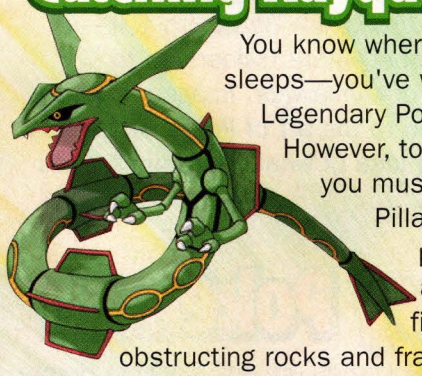
## Finding Kyogre

After you capture Groudon, report to the Weather Institute. The researcher reports heavy rainfall in one of four routes in Hoenn. This is the sign of Kyogre, so hurry to the affected route.

Kyogre is slumbering beneath the waves in the Marine Cave. Marine Cave appears on Routes 105, 125, and 127. The Marine Cave only appears beneath the waves, so make sure you have a Pokémon that knows both HM03 (Surf) and HM08 (Dive). Look for a patch of dark water in the rainy region and Dive down.

Like Groudon, Kyogre sleeps in a simple two-room chamber. Slip into the mist-filled cave to spy Kyogre resting at the end. Approach the Legendary Pokémon and challenge it. Kyogre is at LV70.

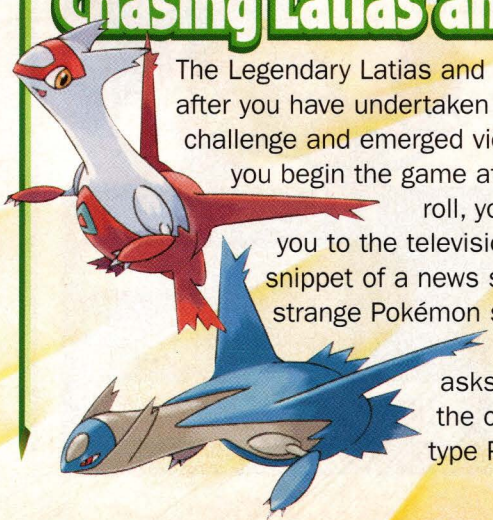
## Catching Rayquaza



You know where Rayquaza sleeps—you've woken the Legendary Pokémon once. However, to catch Rayquaza you must return to the Sky Pillar. The catch is, the place is tougher to ascend than the first time. Path-obstructing rocks and fragile tiles litter the clean, clear floors. Use the Mach Bike to zip across the crumbling floors before you fall through.

Rayquaza rests on the top level of the Sky Pillar. Make sure you have lots of Ultra Balls and recovery Items, because this is going to be a difficult battle. Rayquaza is at LV70.

## Chasing Latias and Latios



The Legendary Latias and Latios appear after you have undertaken the Elite Four challenge and emerged victorious. When you begin the game after the credits roll, your mother calls you to the television to watch a snippet of a news story about strange Pokémon seen flying overhead. She asks you if you caught the color of the Flying-type Pokémon.

**Depending on the color you choose—red or blue—you will have a chance to catch either Latias or Latios.**

It is tough to catch Latias and Latios. The trick is to find them. They give no warning as to where they frequent, other than they only appear outdoors and while you are walking through grass. Latias and Latios never appear while you are indoors, whether it is a cave or a building. And every time you enter a structure, they move to another spot on the map. It's a matter of luck and timing to have that first pivotal encounter.

## NOTE

If you have the ₽, you can save a lot of time by buying as many Max Repels as you can afford. This keeps away basic wild Pokémon, but you can still encounter the Legendary Pokémon.

After you manage to encounter one of these Pokémon, though, you can track it. The Latias or Latios will run from your first battle. That's OK, because you can then refer to the map in your PokéNav to see where it went. Head for that route and tromp through the grass to flush it out.

Buy a good number of Great and Ultra Balls before you stalk these Pokémon. Also, adjust your team so the lead Pokémon is at LV40 or below. Make sure this Pokémon has a good Speed rating, and if you have the Quick Claw, give it to the Pokémon for a Held Item. This increases your chances of getting the first move, and if you have a Sleep-inducing move, that makes this difficult hunt easier.

Latias and Latios move around the map with great regularity, but they have a small pattern. They stick with connected routes. So, find a series of connected routes, preferably one with a cabin or small house, and start your hunt there. Pop in and out of the small building until the Legendary Pokémon is in your region. Run through the grass to catch up with the elusive Pokémon.

When you encounter Latias or Latios, cast that Sleep-inducing move. If it is successful, your chances of catching the Pokémon skyrocket. If the move fails, though, the Pokémon will flee and you will have to start the process all over again.

After you do get the Legendary Pokémon in a battle, work the HP down to a manageable level. Don't throw Poké Balls until the HP gauge is red. When the gauge is red, go for a Sleep move, then throw a powerful Poké Ball. If the Pokémon is asleep, you have a good chance of catching it. Should the Poké Ball fail, don't worry. Latias and Latios retain whatever damage you did to them into the next battle. Go for the Sleep-inducing move again and throw Poké Balls.

# Regice, Regirock, and Registeel Await!

There are three Legendary Rock Pokémon in Hoenn, but they hid before going into a deep sleep. The key to locating these Pokémon—Regice, Regirock, and Registeel—is to solve the Sealed Chamber mystery, which is in Route 134.

The currents are quick in this route, so stay close to the bottom of the water or you may end up watching the entrance to the Sealed Chamber breeze by.

**The entrance to the Sealed Chamber is surrounded by six rocks in the southern area of Route 134.**

After you reach the entrance, use HM08 (Dive) to slip below the surface and swim through a narrow channel. You soon reach a tablet on the channel's wall. The glyphs on the tablet are the Braille alphabet. We have included a chart on page 100 of Braille which you can use to decipher the tablet's instructions. (Here's a hint: Light shines from above the tablet.)

Inside the Sealed Chamber, you must navigate two rooms. The first room features a series of rocks with the Braille alphabet inscribed on them—a key for deciphering the clues in the next room. Head to the keystone at the top of the first chamber, read the instructions, and follow them. This opens another chamber.

The second chamber includes the instructions for opening the way to all three Legendary Rock Pokémon. Read these inscriptions and take notes so when you head to the surface, you can go to the location of each Legendary Pokémon and open their secret doors.

Route 105: Island Cave, cave of Regice

Route 111: Desert Ruins, cave of Regirock

Route 120: Ancient Tomb, tomb of Registeel

## BRAILLE ALPHABET

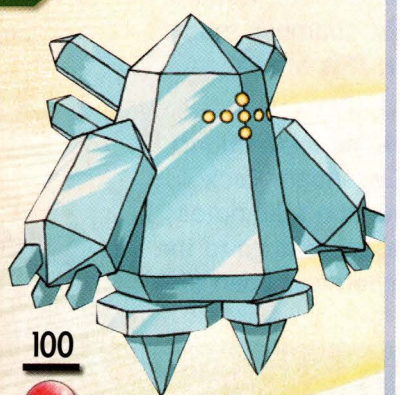
### Braille Alphabet

The six dots of the braille cell are arranged and numbered:

The capital sign, dot 6, placed before a letter makes a capital letter.

The number sign, dots 3, 4, 5, 6 placed before the characters a through j, makes the numbers 1 through 0. For example a preceded by the number sign is 1, b is 2, etc.

| | | | | | |
|---|---|---|---|---|---|
| a | b | c | d | e | f |
| g | h | i | j | k | l |
| m | n | o | p | q | r |
| s | t | u | v | w | x |
| y | z | Capital sign | Number sign | Period | Comma |
| Question Mark | Semi-colon | Exclamation point | Opening quote | Closing quote | |



# Bonus Quests

Five extra locations in Hoenn are worth exploring after you complete the main adventure. Even though these missions are not required to finish the game, you can earn valuable experience points, ₽, and cool Items for completing them.

## The Abandoned Ship

**Moves Needed:** *HM03 (Surf), HM08 (Dive)*

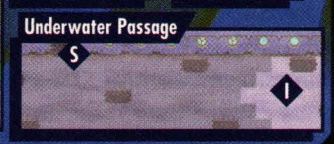
*When you zoomed through Route 108 on Mr. Briney's boat, you may have noticed the beached ferry along the waterway's north side. That's the Abandoned Ship. When you have both HM03 (Surf) and HM08 (Dive), you can explore this half-sunken vessel. Capt. Stern wants a Scanner that was onboard the ship before it sank. Perhaps if you wind through the ship's rooms and uncover the Scanner, he will give you a worthy reward?*

**Items**

- Dive Ball
- Escape Rope
- Harbor Mail
- Luxury Ball
- Revive
- Rm. 1 Key
- Rm. 2 Key
- Rm. 4 Key
- Rm. 6 Key
- Scanner
- Storage Key
- TM13 (Ice Beam)
- TM18 (Rain Dance)

**Pokémon Appearances in Water**

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Tentacool | Very Common; Common (Old Rod); Very Common (Good Rod, Super Rod) |
| Tentacruel | Very Rare; Common (Super Rod) |



# S.S. Tidal

**Item Needed:** *S.S. Ticket*

**ITEMS**
- TM49 (Snatch)
- Leftovers

After you defeat the Elite Four, your family rewards you with a ticket for the S.S. *Tidal*, Capt. Stern's sea-faring ferry. This ferry is a quick way to get between Slateport City and Lilycove City—and it is the only way to reach the new Battle Frontier. Board the vessel, and while you wait for it to make its crossing, explore the staterooms for rare Items (especially those Leftovers) and challenge on-board Trainers.

## NOTE

Battle Frontier is not an available destination the first time you board the ship. Scott, the man in the sunglasses, is on the ship, and he invites you to Battle Frontier. After he leaves, the choice is available on your next voyage.

# Shoal Cave

**Moves Needed:** *HM03 (Surf), HM04 (Strength)*

***Shoal Cave is north of Mossdeep City, carved into the side of a rocky mount rising from the ocean. The tides affect the cave. During high tide, you cannot explore most of the cave because it is full of water. But during the two low tides each day, you can fully inspect the multiple chambers of the cave.***

**ITEMS**
- Big Pearl
- Ice Heal
- Focus Band
- Nevermeltice
- Rare Candy
- Shell Bell
- Shoal Salt x4
- Shoal Shell x4
- TM07 (Hail)

### Pokémon Appearances in Water (Entrance at High Tide)

| Pokémon | Conditions |
|---|---|
| Golbat | Rare |
| Magikarp | Very Common (Old Rod, Good Rod) |
| Spheal | Common |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Zubat | Common |

### Pokémon Appearances in Water (1F at High Tide)

| Pokémon | Conditions |
|---|---|
| Magikarp | Very Common (Old Rod, Good Rod) |
| Spheal | Common |
| Tentacool | Very Common; Common (Old Rod, Good Rod) |
| Wailmer | Common (Good Rod); Very Common (Super Rod) |
| Zubat | Common |

### Pokémon Appearances on Land (Entrance at Low Tide)

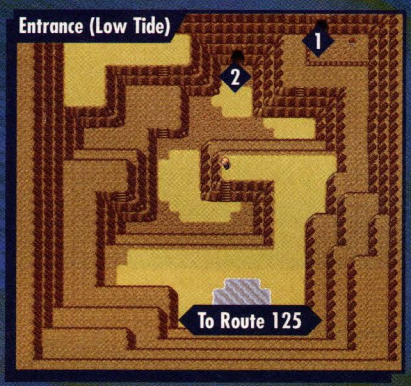
| Pokémon | Conditions |
|---|---|
| Golbat | Rare |
| Spheal | Very Common |
| Zubat | Very Common |

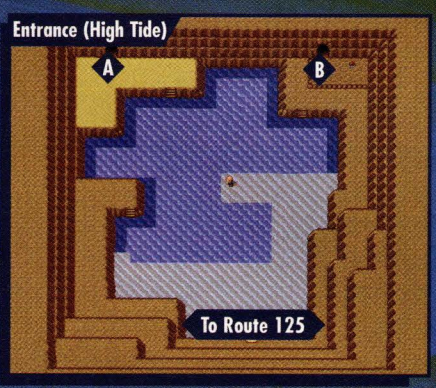
### Pokémon Appearances on Land (1F, B1F at Low Tide)

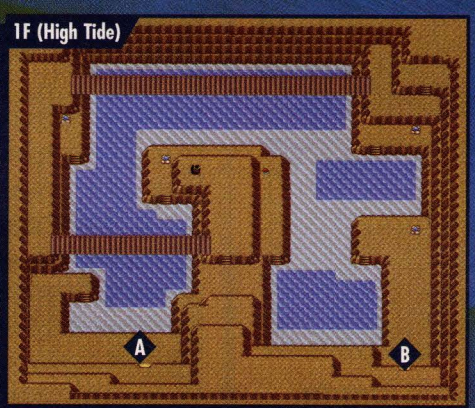
| Pokémon | Conditions |
|---|---|
| Golbat | Rare |
| Spheal | Very Common |
| Zubat | Very Common |

### Pokémon Appearances on Land (B2F at Low Tide)

| Pokémon | Conditions |
|---|---|
| Golbat | Rare |
| Snorunt | Common |
| Spheal | Very Common |
| Zubat | Very Common |





### Tide Watch

| Time of Day | Tide |
|---|---|
| 9 a.m.–3 p.m. | High Tide |
| 3 a.m.–9 p.m. | Low Tide |
| 9 p.m.–3 a.m. | High Tide |
| 3 a.m.–9 a.m. | Low Tide |

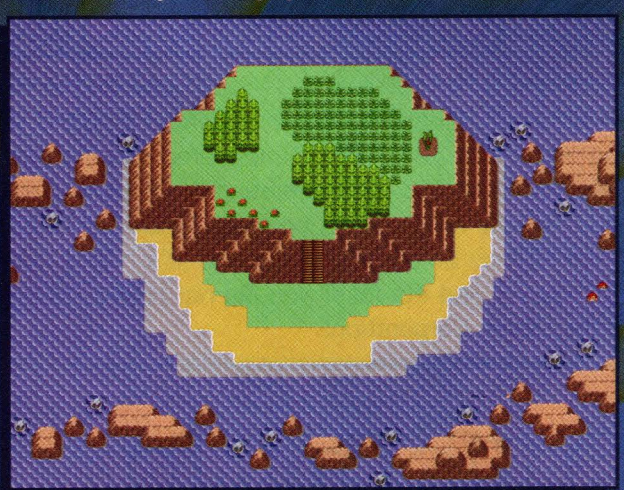
The man inside the cave on the first floor is willing to make Shell Bells for you, but only if you can collect four Shoal Salts or four Shoal Shells from the cave. You can recover one or the other during the different tides, so you must visit the cave at least twice if you want to collect the materials for more than one Shell Bell.

## Mirage Island

**Move Needed:** *HM03 (Surf)*

***A man in Pacifidlog Town can see a faraway island—but is it real? This place, Mirage Island, is invisible to the naked eye under most conditions, but from time to time, the man reports seeing it. If he tells you Mirage Island is visible, you can Surf to it from Route 130. The best way to coax this island into view is to have a special Pokémon in your party, but the gentleman refuses to disclose which Pokémon this is!***

***Mirage Island is a great place to catch a Wynaut—the only wild Pokémon that roams the island—and pick Kelpsy Berries.***



## Trainer Hill

Trainer Hill is on Route 111's right side, and it's open for battle throughout the game. When you prove yourself to be a true Pokémon Master, the doors to Trainer Hill open.

Trainer Hill offers a special time-attack battle mode. When you enter the contest, a timer starts keeping track of how long it takes you to battle to the top of the building. There are four types of contests: Normal, Variety, Unique, and Expert—each with escalating difficulty. You can save a different record for each category and measure this time versus friends you link with via the Game Boy Wireless Adapter.

The Pokémon used by Trainers within match your highest level Pokémon. Enter with a LV48 in your team and every Trainer you battle will challenge you with LV48 Pokémon of his/her own. There is no experience or cash awarded in this contest, so enter for the fun of battling and see how your time stacks up against your friends!

## Battle with Steven

In *Pokémon Ruby* and *Pokémon Sapphire*, Steven was the final challenger in the Elite Four contest. However, in *Emerald*, it's Wallace at the top of the Pokémon league. What happened to Steven?

The impressive Trainer is in Meteor Falls, in a new cave that opens in the northwest corner after you defeat the Elite Four. However, if you thought the Elite Four were tough, wait until you battle Steven. Follow this new cave to the end to find Steven in the corner. He's friendly to you, but don't expect that friendliness to translate to the battlefield. He's merciless, and if you want to win, you must be, too.

| Steven's Pokémon | | |
|---|---|---|
| NAME | LV | TYPE |
| Skarmory | LV77 | STEEL / FLYING |
| Claydol | LV75 | GROUND / PSYCHIC |
| Cradily | LV76 | ROCK / GRASS |
| Armaldo | LV76 | ROCK / BUG |
| Aggron | LV76 | STEEL / ROCK |
| Metagross | LV58 | STEEL / PSYCHIC |

**Recommended Types:** FIGHTING, ELECTRIC, WATER

# Safari Zone

After you defeat the Elite Four, two new areas open in the Safari Zone. You can find additional Pokémon in this new area that aren't in the original Safari Zone, so return to this park to round out your collection. Access the new areas via a small pathway above the entrance to the Safari Zone after passing through the gates and paying the admission fee.

| Pokémon Appearances on Land (South) | |
|---|---|
| POKÉMON | CONDITIONS |
| Aipom | Common |
| Gligar | Rare |
| Hoothoot | Rare |
| Mareep | Common |
| Snubbull | Rare |
| Spinarak | Common |
| Stantler | Rare |
| Sunkern | Common |

| Pokémon Appearances in Water (South) | |
|---|---|
| POKÉMON | CONDITIONS |
| Goldeen | Common (Old Rod, Good Rod); Very Common (Super Rod) |
| Magikarp | Very Common (Old Rood, Good Rod) |
| Marill | Very Common |
| Octillery | Very Rare (Super Rod) |
| Quagsire | VeryRare |
| Remoraid | Common (Good Rod); Very Common (Super Rod) |
| Wooper | Very Common |

| Pokémon Appearances on Land (North) | |
|---|---|
| POKÉMON | CONDITIONS |
| Aipom | Common |
| Hoothoot | Rare |
| Houndour | Rare |
| Ledyba | Common |
| Miltank | Rare |
| Pineco | Rare |
| Shuckle | Very Common (Rock Smash) |
| Sunkern | Common |
| Teddiursa | Common |

## DESERT UNDERPASS FOSSIL HUNT

Remember when you had to choose between the two fossils in the Mirage Tower? In *Pokémon Emerald*, you can recover the fossil that disappeared into the sand. Head to Route 115 after defeating the Elite Four and slide into the small tunnel opening. Follow the underground tunnel all the way to the end (it's a long walk) and you will find the fossil you did not collect. Take it to the Devon Corporation!

# Battle Frontier

Welcome to the Battle Frontier, a new area in Hoenn exclusive to *Pokémon Emerald*. The Battle Frontier is an island off the coast of the mainland dedicated to the fine art of Pokémon battles. Seven contests in the Battle Frontier test your skills as a Trainer. The Battle Tents in Hoenn have acquainted you with some of the battles you can expect in the Battle Frontier, but only a full tour of the park reveals what's in store for you when the S.S. *Tidal* docks at its harbor.

The seven battle areas at the Battle Frontier are:

- **Battle Tower**
- **Battle Dome**
- **Battle Palace**
- **Battle Arena**
- **Battle Factory**
- **Battle Pike**
- **Battle Pyramid**

The following section details the kind of battles you can expect at each of these areas, as well as what kind of challenge you can expect from the champions of each of these areas.

## Beginning the Challenge

When you first enter the Battle Frontier, you walk through a corridor full of information desks. Your questions about the island can be answered here.

You are issued a Frontier Pass. This card grants you full access to the park. This is also where you can display your Symbols, the Battle Frontier equivalents of Gym badges. There are seven Symbols, each awarded only after you defeat each Frontier Battle area's leader. These powerful Trainers are known as the Frontier Brains, and they offer you a challenge more intense than the Elite Four. Your Frontier Pass has room to store a single battle, except for battles at the Battle Pike and Battle Pyramid.

Each area has two entry categories: LV50 and Open Level. LV50 matches are open only to Pokémon LV50 or below. All Pokémon you face in LV50 matches, however, are LV50 Pokémon themselves. Open level matches are open to any of your Pokémon over LV60, and your opponent matches the highest level Pokémon you enter. So, if you enter two Pokémon at LV61 and one at LV64, your opponent's Pokémon will be LV64.

Winning battles in the Battle Frontier will not award any cash or experience. You cannot level up your Pokémon at the Battle Frontier. Instead, winners receive Battle Points (BP). You can exchange BP for prizes at the Exchange Service Corner in the Battle Frontier. After you acquaint yourself with the basics of the Battle Frontier, head inside and make a name for yourself.

### NOTE

There are two kinds of Symbols you can win at each Battle Frontier area. The first is the Silver Symbol. After you have the Silver Symbol in an area, you can try for the Gold.

### NOTE

Many battle areas have two entry options: Single 1-on-1 Battles and Double, which are 2-on-2 Battles.

## GREAT SCOTT!

Remember that man in the sunglasses that was trailing you throughout your adventure? That's Scott, the proprietor of Battle Frontier, the island paradise where Trainers are treated like royalty. Scott invites only the best of the best to Battle Frontier, and because you proved yourself so worthy of admiration in Hoenn, he extends an invitation to his island to you.

Scott's personal residence is along Battle Frontier's north shore. When you get a chance, stop in and talk to Scott. He will give you 3 BP for the little chat.

**A girl in a small house along the east coast would love to trade you a Skitty for a Meowth, if you have one.**

## In-Town Amenities

While you cannot earn ₽ in the Battle Frontier, you are welcome to spend it. There is a Pokémart beyond the park's entrance gate, just next to a Pokémon Center. You can use the Pokémon Center to rest your Pokémon, access stored Items, and switch out your team. However, each battle area has a PC in its lobby where you can also perform the same functions.

**Pokémart Merchandise**

| ITEM | PRICE |
|---|---|
| Ultra Ball | ₽1,200 |
| Hyper Potion | ₽1,200 |
| Max Potion | ₽2,500 |
| Full Restore | ₽3,000 |
| Full Heal | ₽600 |
| Revive | ₽1,500 |
| Max Repel | ₽700 |
| Protein | ₽9,800 |
| Calcium | ₽9,800 |
| Iron | ₽9,800 |
| Zinc | ₽9,800 |
| Carbos | ₽9,800 |
| HP Up | ₽9,800 |

## Exchange Service Corner

Here is the full catalog from the four sales counters inside the Exchange Service Counter, where you can trade BP for rare Items and Secret Base decorations.

**Far-Left Counter Merchandise**

| ITEM | PRICE (IN BP) |
|---|---|
| Kiss Poster | 16 |
| Kiss Cushion | 32 |
| Smoochum Doll | 32 |
| Meowth Doll | 48 |
| Togepi Doll | 48 |
| Ditto Doll | 48 |
| Clefairy Doll | 48 |
| Totodile Doll | 80 |
| Chikorita Doll | 80 |
| Cyndaquil Doll | 80 |

**Far-Right Counter Merchandise**

| ITEM | PRICE (IN BP) |
|---|---|
| White Herb | 48 |
| Leftovers | 48 |
| Quick Claw | 48 |
| Mental Herb | 48 |
| Bright Powder | 64 |
| King's Rock | 64 |
| Focus Band | 64 |
| Choice Band | 64 |
| Scope Lens | 64 |

**Left Merchandise**

| ITEM | PRICE (IN BP) |
|---|---|
| Blastoise Doll | 256 |
| Charizard Doll | 256 |
| Lapras Doll | 128 |
| Snorlax Doll | 128 |
| Venusaur Doll | 256 |

**Right Merchandise**

| ITEM | PRICE (IN BP) |
|---|---|
| Protein | 1 |
| Calcium | 1 |
| Iron | 1 |
| Carbos | 1 |
| Zinc | 1 |
| HP Up | 1 |

## Ranking Hall

You can chart your performance at the Ranking Hall's Battle Frontier. Inside, several slates are dedicated to

tracking the best Trainers on the island. Maybe your records will be posted here someday?

**NOTE**

See page 113 for Battle Frontier Move Tutors and prices.

## Battle Factory

Remember the Battle Tent where you had to choose randomly selected Pokémon and compete against Trainers with their own random Pokémon? That was a warm-up exercise for the Battle Factory, which holds battles in groups of seven. After seven wins, you can take a breather before heading into the next stretch of seven battles.

When you enter the Battle Factory challenge, you must relinquish your Pokémon for a sack of six Poké Balls. Choose three Pokémon from the random collection. Think about what kinds of moves these Pokémon will have available to them—choose Pokémon that can take out multiple types, such as Electric-type Pokémon, which can dish out serious damage to both Water- and Flying-type Pokémon.

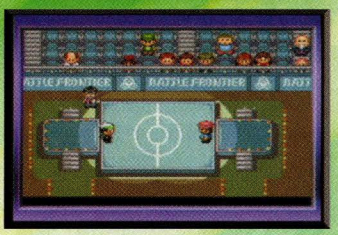
### Factory Head Noland

After you win 21 consecutive battles in the Battle Factory, you have a shot at Noland, the champion. If you can defeat Noland, you win the Knowledge Symbol for your Frontier Pass. Noland must play by the same rules as you—he must choose random Pokémon, so if you face Noland multiple times, you will encounter different Pokémon at each battle.

**Factory Head Noland's Pokémon**

**Noland uses random Pokémon with each battle.**

## Battle Dome



The Battle Dome is set up tournament-style, where new entrants join 16 Trainers challenges. There are Quarter-Finals, Semi-Finals, and Finals in each tournament—by the end of a single tournament, you will have had four battles. A tournament tree charts your progress through each tournament.

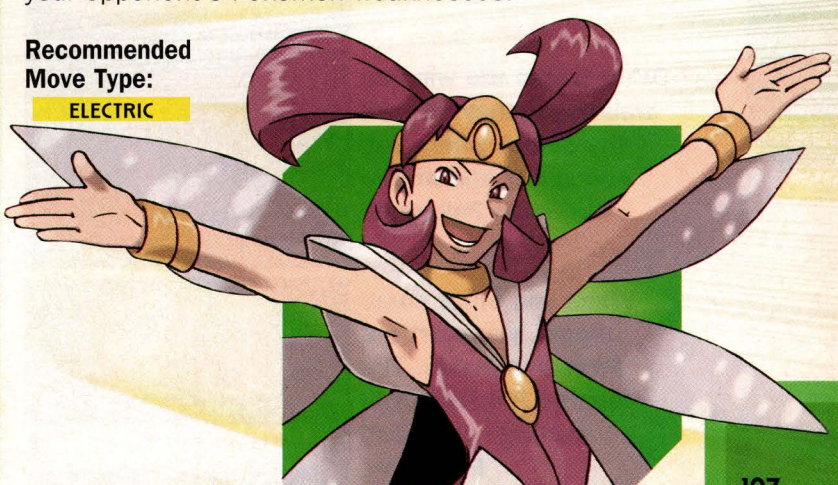
When you enter a tournament, you must choose three of your Pokémon. (However, you cannot select any Legendary Pokémon, so put Rayquaza away for now.) Before every round in the tournament, you are allowed a glimpse at the generalities of your opponent's team. This will help you form a strategy based on your own Pokémon selections before the next battle.

### Dome Ace Tucker

After you win five consecutive tournaments, Dome Ace Tucker challenges you. The Frontier Brain is a tough champion, but if you win the battle, you win the Tactics Symbol for your Frontier Pass. Because of Tucker's team, it is difficult to rely on a single Pokémon. For example, an Electric-type Pokémon will help against the Flying-type natures of Charizard and Salamence, but Swampert's Ground-type negates the extra power of Electric-type Moves. Choose Pokémon with moves that straddle at least two of your opponent's Pokémon weaknesses.

**Recommended Move Type:**

**ELECTRIC**



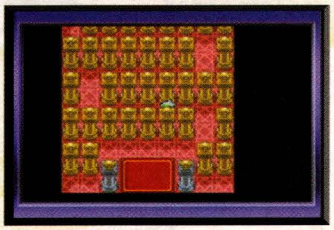
| Dome Ace Tucker's Pokémon | |
|---|---|
| NAME | TYPE |
| Swampert | WATER / GROUND |
| Salamence | DRAGON / FLYING |
| Charizard | FIRE / FLYING |

# Battle Pike

The entrance of the Battle Pike is shaped like a giant Seviper—and the tricky nature of that Pokémon betrays the challenges you will find within. The nature of the Battle Pike is Battle Choice, a contest where you must walk down a hall of rooms. Each room has three doors. There are four possibilities of what is beyond.

**Some rooms have Trainers in them, wishing to battle.**

**Other rooms are winding walkways (they all look the same) where you encounter one or two wild Pokémon.**



**When you enter some rooms, you startle a Pokémon inside. The scared Pokémon will damage your lead Pokémon.**

**If you are lucky, the room will have a healer inside that restores your Pokémon's HP and PP, as well as curing any Status irregularities.**

If you are unsure of which door to try, ask the lady standing in front of them for a hint on what is behind only one of them. You try your luck if you try the other two doors. Each run through the Battle Pike lasts 14 rooms, which includes the three-door corridors between each surprise room.

## Pike Queen Lucy

After completing 28 consecutive rooms, you can challenge Pike Queen Lucy. Lucy holds the Luck Symbol. Her team is deceptive—it will be easy for you to defeat the Milotic and Seviper. But the Shuckle will give you a headache. The Pokémon can heal itself with TM44 (Rest) multiple times in an effort to drain the PP of your Attack moves. If you can outlast Shuckle's TM44 (Rest), use your remaining attack moves to defeat it. Because you may run low (or out) of PP, use a Pokémon that can poison Shuckle. Save one use of that move until Shuckle's tenth and final TM44 (Rest) has been used, then use the move to start the countdown.

**Recommended Move Types:**

ELECTRIC
POISON

| Pike Queen Lucy's Pokémon | |
|---|---|
| NAME | TYPE |
| Seviper | POISON |
| Milotic | WATER |
| Shuckle | BUG / ROCK |

# Battle Arena

The Battle Arena is a continuation of the Fallarbor Town Battle Tent challenge, where you have only three moves to knock out your opponent's Pokémon. This is called a Set KO Tourney. You have three moves to make your opponent faint. If you cannot accomplish this, the battle results go to the judges. The battle is judged on three categories: Mind, Skill, and Body. You can earn between zero and two points in each category. The Pokémon with the most points after judging wins. You must choose three Pokémon from your team when you enter this contest, so choose those with the most powerful moves that affect the greatest number of Pokémon types.

## Arena Tycoon Greta

After your 27th win, you must battle Arena Tycoon Greta for the Guts Symbol. Greta attacks with three powerful Pokémon, but two of them are Bug-type, so exploit that. Enter the challenge with a good Bug-type to use against Umbreon, then have a Flying-type move or two to neutralize Heracross and Shedinja.

**Recommended Move Types:**

BUG
FLYING

**Arena Tycoon Greta's Pokémon**

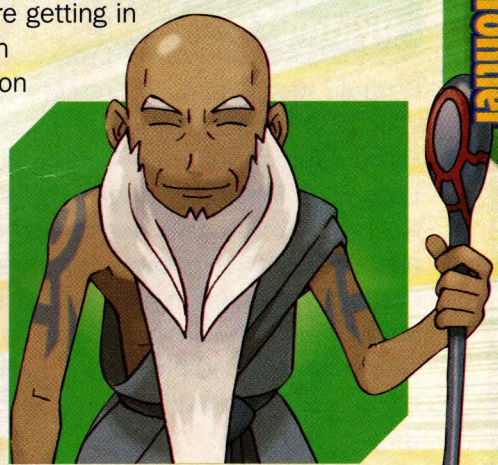
| NAME | TYPE |
|---|---|
| Heracross | BUG / FIGHTING |
| Umbreon | DARK |
| Shedinja | BUG / GHOST |

# Battle Palace

The Battle Palace presents a unique challenge—you can choose which Pokémon you want to enter in the competition, but you cannot choose which moves they make in battle. You must rely on the Pokémon's instincts. However, that doesn't mean you don't have any control over the battle. Consider which are your strongest Pokémon—which have moves that served you well during the adventure in Hoenn? If you choose a double challenge, there's an added wrinkle: You cannot select which one of your opponent's Pokémon your Pokémon will attack.

## Palace Maven Spenser

Palace Maven Spenser challenges you after 21 battles. You must beat him to win the Spirits Symbol. This is easier said than done because Spenser anchors his team with the Normal-type Pokémon Slaking. This Pokémon has high HP and can take a bit of damage before getting in trouble. However, an Electric-type Pokémon with a powerful move set can dismantle Slaking's teammates, Crobat and Lapras.



**Recommended Move Types:**

ELECTRIC
FIGHTING

**Palace Maven Spenser's Pokémon**

| NAME | TYPE |
|---|---|
| Crobat | POISON / FLYING |
| Slaking | NORMAL |
| Lapras | WATER / ICE |

# Battle Pyramid

The Battle Pyramid hosts the Battle Quest, a challenge that drops you into a dark, randomly generated maze without your regular Items. Instead, you are given a special Bag that holds any Items you find while exploring the dark labyrinth, such as Potions. The maze is full of wild Pokémon and Trainers. You cannot see the first few Trainers, thanks to your limited view, but with every successful battle, you can see a little farther. Your goal is to find the warp square that sends you to the next maze. There are seven mazes to complete every time you enter the Battle Pyramid.

## Pyramid King Brandon

Pyramid King Brandon confronts you after you clear your 21st consecutive maze. In order to win the Brave Symbol, you must defeat his team of Legendary Pokémon: Regice, Registeel, and Regirock. Fortunately, Regice and Regirock are weak against Steel-type Moves, but no such luck when battling Registeel. Instead, make sure you have a strong Fire-type Pokémon on your team. A good Fire-type Move is strong against Regice, too.

**Recommended Move Types:**

STEEL
FIRE

**Pyramid King Brandon's Pokémon**

| NAME | TYPE |
|---|---|
| Regirock | ROCK |
| Regice | ICE |
| Registeel | STEEL |

# Battle Tower

The Battle Tower offers a multitude of Trainer Battles where you can hone your skill until you challenge the Battle Tower champion. You can enjoy four kinds of battles in the Battle Tower:

**Single:** After picking three Pokémon, you engage Trainers in one-on-one matches.

**Double:** After picking four Pokémon, you engage Trainers in two-on-two matches.

**Multi:** After picking two Pokémon, you choose another Trainer (controlled by the game) to team up with. Then you challenge teams of two Trainers.

**Link Multi:** If you have a Wireless Adapter, you and a friend (also with a Wireless Adapter) can play Multi challenges together.

No matter which challenge you select, you must earn seven consecutive wins to complete the round.

## Salon Maiden Anabel

You cannot challenge Anabel unless you selected the Single option. After 35 consecutive wins, you battle against Anabel for the Ability Symbol. Anabel's three Pokémon work together, with one Pokémon's weakness being another's strength. For example, a Fighting-type Pokémon will do well against Snorlax, but Alakazam can exploit Snorlax with its Psychic nature. Choose Pokémon that target these types, but be ready to switch them out constantly during the battle.

**Recommended Move Types:**

WATER
BUG
FIGHTING

| Salon Maiden Anabel's Pokémon | |
|---|---|
| NAME | TYPE |
| Alakazam | PSYCHIC |
| Entei | FIRE |
| Snorlax | NORMAL |

## Catching New Pokémon

There are two Pokémon you can catch in the Battle Frontier that do not appear anywhere else in Hoenn: Sudowoodo and Smeargle.

### SUDOWOODO

Look next to the waterfall near the center of the Battle Frontier. There is a tree that looks a little different than all of the others. Approach the tree and attempt to water it with the Wailmer Pail. The tree springs to life, revealing that it's no ordinary foliage. Battle the Sudowoodo to capture it.

### SMEARGLE

Surf down the waterfall in the middle of the Battle Frontier and follow the river to the left. You will find a small cave entrance carved into the side of the riverbank. This is the entrance to the Artisan Cave, a shortcut route beneath the Battle Frontier that drops you off next to the Battle Tower. Only one kind of wild Pokémon inhabits the cave: Smeargle. And the place is crawling with them.

The Artisan Cave also contains several Items, but you can only recover them if you examine the stones sitting along the cave floor. Inside the cave, you will find these Items:

**Items**

- Calcium
- Carbos
- HP Up
- Iron
- Protein
- Zinc

# Pokémon Contests

Pokémon Contests, pioneered in *Pokémon Ruby* and *Pokémon Sapphire* return in *Pokémon Emerald*. These contests allow Pokémon to strut their stuff for judges and an attending audience. They use battle moves to prove how well-Conditioned they are. The better the move, the more the audience and judges like it. Make your Pokémon put their best feet forward to win prizes, such as special Ribbons.

However, unlike *Pokémon Ruby* and *Pokémon Sapphire*, there is only one Pokémon Contest Hall in Hoenn: Lilycove City. All four levels of the Pokémon Contest are held at this single facility: Normal Rank, Super Rank, Hyper Rank, and Master Rank. You must win Normal Rank before competing in Super Rank, and so forth.

# Picking Proper Contests

The most important thing in a Pokémon Contest is to choose the correct contest for your Pokémon. There are five Pokémon Conditions: Cool, Beauty, Cute, Smart, and Tough. Every Pokémon has a particular strength in at least one of these categories. Use your PokéNav to determine the

Condition of your collected Pokémon. After you review your Pokémon's Condition, you can examine this table to determine if your Pokémon is strong in the supplementary Conditions judged in the different contests. For example, if your Pokémon is well-Conditioned in Cool, make sure it also has sufficient moves for Beauty and Toughness. If you attempt to use a Smart move in the contest, you will be penalized for using an inappropriate move.

**Contest Type and Complementary Conditions**

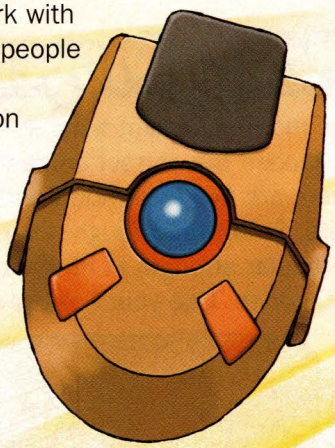
| Contest Type \ Conditions | Cool | Beauty | Cute | Smart | Tough |
|---|---|---|---|---|---|
| Cool | O | X | — | — | X |
| Beauty | X | O | X | — | — |
| Cute | — | X | O | X | — |
| Smart | — | — | X | O | X |
| Tough | X | — | — | X | O |

O = Greatly Influences X = Somewhat Influences — = No Influence

## Before the Contest

When you catch a wild Pokémon, its Condition stats are zeroed out. Don't enter a Pokémon in a Pokémon Contest right after its initial capture, because it will fare poorly. You must increase its Conditions before attempting a contest, and the best way to do this is by feeding it PokéBlocks.

PokéBlocks are delicacies for Pokémon. They are created from crushed berries, which are made in Berry Blenders. There are Berry Blenders at the Pokémon Contest pavilion, so when you reach the grand hall, get to work. It takes more than one person to create a PokéBlock, but if you cannot link up with a friend to create one, work with the computer-controlled people standing in the lobby. PokéBlocks are judged on Feel and Level. The higher each number rating for these categories, the better the PokéBlock.



**Use timed button presses on the Berry Blender to create a delicious PokéBlock. The more rhythmic your responses are in the blending process, the more potent your PokéBlock will be.**

PokéBlocks affect your Pokémon's Condition. Give the appropriate PokéBlock to a Pokémon to increase the desired Condition. But don't overfeed it. Pokémon can get full and refuse further PokéBlocks. Use this table to determine which PokéBlocks to give to your Pokémon:

**PokéBlocks and Their Effects**

| Color | Effects |
|---|---|
| Black | Make this thin-flavored, low-level PokéBlock by putting two or more of the same type of berry in the Berry Blender. |
| Blue | This dry PokéBlock increases a Pokémon's Beauty. |
| Brown | The strong sweet flavor increases a Pokémon's Cute Condition. |
| Gold | This PokéBlock is LV50 or above and made of one or two tastes. As a result, it raises one or two Conditions. |
| Gray | Blended of three tastes, this PokéBlock raises three Conditions. |
| Green | This bitter PokéBlock raises a Pokémon's Smart Condition. |
| Indigo | The strong dry taste increases a Pokémon's Beauty. |
| LiteBlue | The strong bitter taste increases a Pokémon's Smart Condition. |
| Olive | The strong sour taste increases a Pokémon's Tough Condition. |
| Pink | This sweet PokéBlock raises a Pokémon's Cute Condition. |
| Purple | The strong spicy taste increases a Pokémon's Cool Condition. |
| Red | This spicy PokéBlock raises a Pokémon's Cool Condition. |
| White | This PokéBlock is made up of four tastes and increases four Conditions. |
| Yellow | This sour PokéBlock increases a Pokémon's Tough Condition. |

There is another factor is determining the effectiveness of a PokéBlock: Your Pokémon's nature. Every Pokémon has a nature, so check this chart against your collection of Pokémon before you start feeding them PokéBlocks.

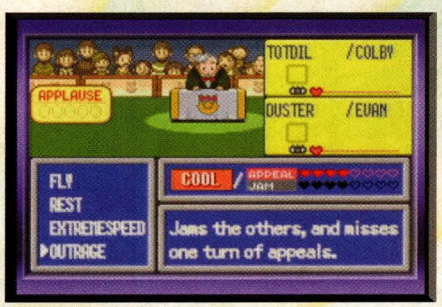
## The Effect of a Pokémon's Nature on PokéBlock Likes

| Favorite PokéBlock | Hardy | Lonely | Adamant | Naughty | Brave | Bold | Docile | Impish | Lax | Relaxed | Modest | Mild | Bashful | Rash | Quiet | Calm | Gentle | Careful | Quirky | Sassy | Timid | Hasty | Jolly | Naïve | Serious |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Spicy (Red) | — | O | O | O | O | X | — | — | — | — | X | — | — | — | — | X | — | — | — | — | X | — | — | — | — |
| Sour (Yellow) | — | X | — | — | — | O | — | O | O | O | X | X | — | — | — | — | X | — | — | — | — | X | — | — | — |
| Dry (Blue) | — | — | X | — | — | — | — | X | — | — | O | O | — | O | O | — | — | X | — | — | — | — | X | — | — |
| Bitter (Green) | — | — | — | X | — | — | — | — | X | — | — | — | — | X | — | O | O | O | — | O | — | — | — | X | — |
| Sweet (Pink) | — | — | — | — | X | — | — | — | — | X | — | — | — | — | X | — | — | — | — | X | O | O | O | O | — |

O = Easy to raise the stat. Likes the taste of the PokéBlock. X = Hard to raise the stat. Dislikes the taste of the PokéBlock.

# Pokémon Contest Strategy

Pokémon Contests are broken up into two different rounds. During the first round, your Pokémon is judged by the primary Condition of the contest and the two secondary Conditions. The more prepared your Pokémon is for this round of judging, the more approval you will receive. The second round is the appeals of special moves performed for the judge and audience.




The appeals round is further broken down into five sub-rounds, where you can perform moves and special combinations of moves to win further approval. Use moves that are best suited for the particular contest, such as Cool moves in a Cool contest. Consider using Beauty and Tough moves in this contest, too, because those are the secondary Conditions. If you select a move that applies to the specific contest, you will lose favor. Never use the same move twice in a row. Predictability also loses favor with the audience.

**TIP**

Check the Lists section of this guide for a complete list of moves and their effects in a Pokémon Contest.

The best way to win a contest is to use moves that make sense considering the situation. For example, if you have a move that penalizes the Pokémon who have already performed appeals, don't use that move in the first sub-round of the appeals portion—since there have been no appeals yet, the move will be completely ineffective. If you have a move that affects all of the Pokémon that appeal after you, don't use it if you are second to last in the order of appeals.

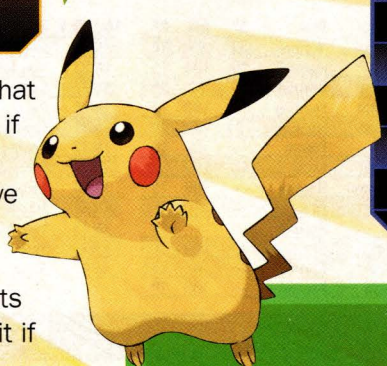
After all of the competing Pokémon have made their appeals, the judge tabulates the score and announces a winner. If you win a Pokémon Contest, you are awarded a special Ribbon, and an artist will paint a portrait of your Pokémon. This portrait may appear in the museum next door in Lilycove City.

# Battle Frontier Move Tutors

There are additional Move Tutors to visit in the Battle Frontier that teach your Pokémon different moves than the ones they could learn while exploring Hoenn. However, these Move Tutors request payment for the skills, so you must accumulate Battle Points in order to learn the new moves.

### Move Tutor Moves and Prices

| Move | Price (in Battle Points) |
|---|---|
| Defense Curl | 16 |
| Softboiled | 16 |
| Icy Wind | 24 |
| Mud-Slap | 24 |
| Snore | 24 |
| Swift | 24 |
| Seismic Toss | 24 |
| Dream Eater | 24 |
| Mega Kick | 24 |
| Mega Punch | 24 |
| Endure | 48 |
| Ice Punch | 48 |
| Thunder Punch | 48 |
| Fire Punch | 48 |
| Psych Up | 48 |
| Body Slam | 48 |
| Rock Slide | 48 |
| Thunderwave | 48 |
| Swords Dance | 48 |
| Counter | 48 |



# Pokédex for Pokémon Emerald

## 001 Treecko™

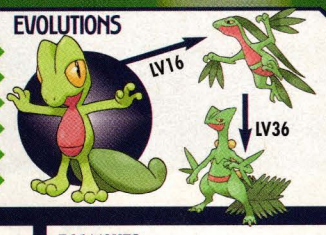
GRASS

**GENERAL INFO**
**SPECIES:** Wood Gecko Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 11 lbs.
**ABILITY:** ***Overgrow*** — *When the Pokémon's HP falls below 1/3, the power of Grass-type Moves increases 1.5x.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Given by Prof. Birch on Route 101

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
GROUND

**WEAK AGAINST:**
FIRE
ICE
POISON
FLYING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| S | Leer | Normal | — | 100 | 30 |
| 06 | Absorb | Grass | 20 | 100 | 20 |
| 11 | Quick Attack | Normal | 40 | 100 | 30 |
| 16 | Pursuit | Dark | 40 | 100 | 20 |
| 21 | Screech | Normal | — | 85 | 40 |
| 26 | Mega Drain | Grass | 40 | 100 | 10 |
| 31 | Agility | Psychic | — | — | 30 |
| 36 | Slam | Normal | 80 | 75 | 20 |
| 41 | Detect | Fighting | — | — | 5 |
| 46 | Giga Drain | Grass | 60 | 100 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Crunch | Dark | 80 | 100 | 15 |
| Mud Sport | Ground | — | 100 | 15 |
| Endeavor | Normal | — | 100 | 5 |
| Leech Seed | Grass | — | 90 | 10 |
| Dragonbreath | Dragon | 60 | 100 | 20 |
| Crush Claw | Normal | 75 | 95 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 002 Grovyle™

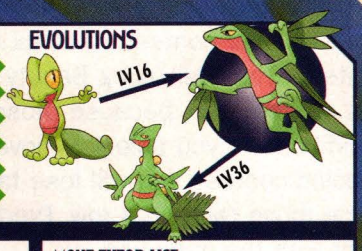
GRASS

**GENERAL INFO**
**SPECIES:** Wood Gecko Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 48 lbs.
**ABILITY:** ***Overgrow*** — *When the Pokémon's HP falls below 1/3, the power of Grass-type Moves increases 1.5x.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Treecko

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
GROUND

**WEAK AGAINST:**
FIRE
ICE
POISON
FLYING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| S | Leer | Normal | — | 100 | 30 |
| S | Absorb | Grass | 20 | 100 | 20 |
| S | Quick Attack | Normal | 40 | 100 | 30 |
| 06 | Absorb | Grass | 20 | 100 | 20 |
| 11 | Quick Attack | Normal | 40 | 100 | 30 |
| 16 | Fury Cutter | Bug | 10 | 95 | 20 |
| 17 | Pursuit | Dark | 40 | 100 | 20 |
| 23 | Screech | Normal | — | 85 | 40 |
| 29 | Leaf Blade | Grass | 70 | 100 | 15 |
| 35 | Agility | Psychic | — | — | 30 |
| 41 | Slam | Normal | 80 | 75 | 20 |
| 47 | Detect | Fighting | — | — | 5 |
| 53 | False Swipe | Normal | 40 | 100 | 40 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

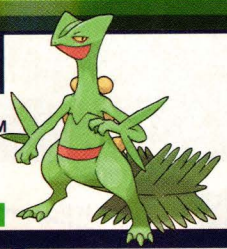
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 003 Sceptile™

GRASS



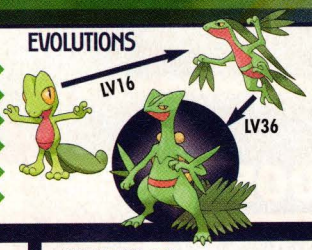
## GENERAL INFO

**SPECIES:** Forest Pokémon
**HEIGHT:** 5'7"
**WEIGHT:** 115 lbs.
**ABILITY:** ***Overgrow*** — *When the Pokémon's HP falls below 1/3, the power of Grass-type Moves increases 1.5x.*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Evolve from Grovyle

## STRONG AGAINST:

WATER
ELECTRIC
GRASS
GROUND

## WEAK AGAINST:

FIRE
ICE
POISON
FLYING
BUG

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| S | Leer | Normal | — | 100 | 30 |
| S | Absorb | Grass | 20 | 100 | 20 |
| S | Quick Attack | Normal | 40 | 100 | 30 |
| 06 | Absorb | Grass | 20 | 100 | 20 |
| 11 | Quick Attack | Normal | 40 | 100 | 30 |
| 16 | Fury Cutter | Bug | 10 | 95 | 20 |
| 17 | Pursuit | Dark | 40 | 100 | 20 |
| 23 | Screech | Normal | — | 85 | 40 |
| 29 | Leaf Blade | Grass | 70 | 100 | 15 |
| 35 | Agility | Psychic | — | — | 30 |
| 43 | Slam | Normal | 80 | 75 | 20 |
| 51 | Detect | Fighting | — | — | 5 |
| 59 | False Swipe | Normal | 40 | 100 | 40 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 004 Torchic™

FIRE

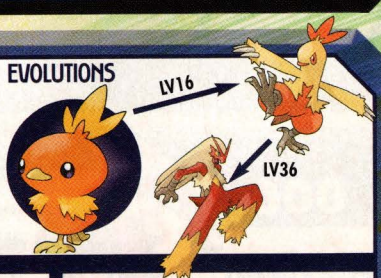
## GENERAL INFO

**SPECIES:** Chick Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 6 lbs.
**ABILITY:** ***Blaze*** — *When the Pokémon's HP falls below 1/3, the power of Fire-type Moves increases 1.5x.*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Given by Prof. Birch on Route 101

## STRONG AGAINST:

FIRE
GRASS
ICE
BUG
STEEL

## WEAK AGAINST:

WATER
GROUND
ROCK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| 07 | Focus Energy | Normal | — | — | 30 |
| 10 | Ember | Fire | 40 | 100 | 25 |
| 16 | Peck | Flying | 35 | 100 | 35 |
| 19 | Sand-Attack | Ground | — | 100 | 15 |
| 25 | Fire Spin | Fire | 15 | 70 | 15 |
| 28 | Quick Attack | Normal | 40 | 100 | 30 |
| 34 | Slash | Normal | 70 | 100 | 20 |
| 37 | Mirror Move | Flying | — | — | 20 |
| 43 | Flamethrower | Fire | 95 | 100 | 15 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Counter | Fighting | — | 100 | 20 |
| Reversal | Fighting | — | 100 | 15 |
| Endure | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Rock Slide | Rock | 75 | 90 | 10 |
| Smellingsalt | Normal | 60 | 100 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 005 Combusken™

FIRE
FIGHTING

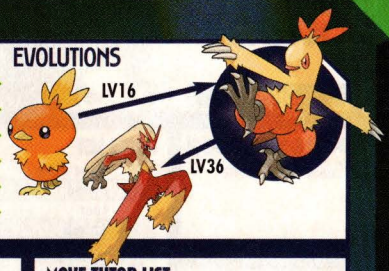
### GENERAL INFO

**SPECIES:** Young Fowl Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 43 lbs.
**ABILITY:** ***Blaze*** — *When the Pokémon's HP falls below 1/3, the power of Fire-type Moves increases 1.5x.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Torchic

### STRONG AGAINST:

FIRE
GRASS
ICE
BUG
DARK
STEEL

### WEAK AGAINST:

WATER
GROUND
FLYING
PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| S | Focus Energy | Normal | — | — | 30 |
| S | Ember | Fire | 40 | 100 | 25 |
| 07 | Focus Energy | Normal | — | — | 30 |
| 13 | Ember | Fire | 40 | 100 | 25 |
| 16 | Double Kick | Fighting | 30 | 100 | 30 |
| 17 | Peck | Flying | 35 | 100 | 35 |
| 21 | Sand-Attack | Ground | — | 100 | 15 |
| 28 | Bulk Up | Fighting | — | — | 20 |
| 32 | Quick Attack | Normal | 40 | 100 | 30 |
| 39 | Slash | Normal | 70 | 100 | 20 |
| 43 | Mirror Move | Flying | — | — | 20 |
| 50 | Sky Uppercut | Fighting | 85 | 90 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 006 Blaziken™

FIRE
FIGHTING

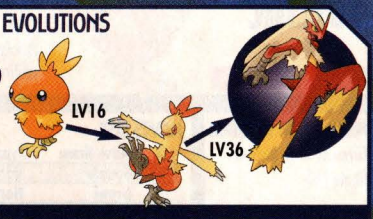
### GENERAL INFO

**SPECIES:** Blaze Pokémon
**HEIGHT:** 6'3"
**WEIGHT:** 115 lbs.
**ABILITY:** ***Blaze*** — *When the Pokémon's HP falls below 1/3, the power of Fire-type Moves increases 1.5x.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 100 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Combusken

### STRONG AGAINST:

FIRE
GRASS
ICE
BUG
DARK
STEEL

### WEAK AGAINST:

WATER
GROUND
FLYING
PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Fire Punch | Fire | 75 | 100 | 15 |
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| S | Focus Energy | Normal | — | — | 30 |
| S | Ember | Fire | 40 | 100 | 25 |
| 07 | Focus Energy | Normal | — | — | 30 |
| 13 | Ember | Fire | 40 | 100 | 25 |
| 16 | Double Kick | Fighting | 30 | 100 | 30 |
| 17 | Peck | Flying | 35 | 100 | 35 |
| 21 | Sand-Attack | Ground | — | 100 | 15 |
| 28 | Bulk Up | Fighting | — | — | 20 |
| 32 | Quick Attack | Normal | 40 | 100 | 30 |
| 36 | Blaze Kick | Fire | 85 | 90 | 10 |
| 42 | Slash | Normal | 70 | 100 | 20 |
| 49 | Mirror Move | Flying | — | — | 20 |
| 59 | Sky Uppercut | Fighting | 85 | 90 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 007 Mudkip™

WATER
GROUND

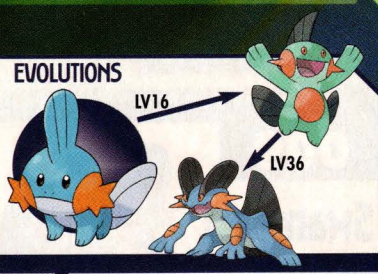
### GENERAL INFO

**SPECIES:** Mud Fish Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 17 lbs.
**ABILITY:** ***Torrent*** — *When the Pokémon's HP falls below 1/3, the power of Water-type Moves increases 1.5x.*

### STATS

| | |
|---|---|
| HP | 17 |
| ATTACK | 25 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Given by Prof. Birch on Route 101

### STRONG AGAINST:

FIRE
WATER
ICE
STEEL

### WEAK AGAINST:

ELECTRIC
GRASS

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| 06 | Mud-Slap | Ground | 20 | 100 | 10 |
| 10 | Water Gun | Water | 40 | 100 | 25 |
| 15 | Bide | Normal | — | 100 | 10 |
| 19 | Foresight | Normal | — | 100 | 40 |
| 24 | Mud Sport | Ground | — | 100 | 15 |
| 28 | Take Down | Normal | 90 | 85 | 20 |
| 33 | Whirlpool | Water | 15 | 70 | 15 |
| 37 | Protect | Normal | — | — | 10 |
| 42 | Hydro Pump | Water | 120 | 80 | 5 |
| 46 | Endeavor | Normal | — | 100 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Refresh | Normal | — | 100 | 20 |
| Uproar | Normal | 50 | 100 | 10 |
| Curse | — | — | — | 10 |
| Stomp | Normal | 65 | 100 | 20 |
| Ice Ball | Ice | 30 | 90 | 20 |
| Mirror Coat | Psychic | — | 100 | 20 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 008 Marshtomp™

WATER
GROUND

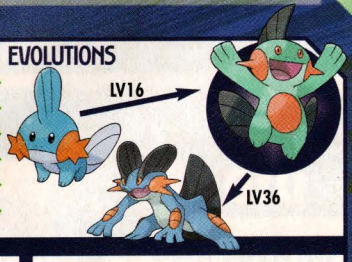
### GENERAL INFO

**SPECIES:** Mud Fish Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 63 lbs.
**ABILITY:** ***Torrent*** — *When the Pokémon's HP falls below 1/3, the power of Water-type Moves increases 1.5x.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Mudkip

### STRONG AGAINST:

FIRE
WATER
ICE
STEEL

### WEAK AGAINST:

ELECTRIC
GRASS

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| S | Mud-Slap | Ground | 20 | 100 | 10 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 06 | Mud-Slap | Ground | 20 | 100 | 10 |
| 10 | Water Gun | Water | 40 | 100 | 25 |
| 15 | Bide | Normal | — | 100 | 10 |
| 16 | Mud Shot | Ground | 55 | 95 | 15 |
| 20 | Foresight | Normal | — | 100 | 40 |
| 25 | Mud Sport | Ground | — | 100 | 15 |
| 31 | Take Down | Normal | 90 | 85 | 20 |
| 37 | Muddy Water | Water | 95 | 85 | 10 |
| 42 | Protect | Normal | — | — | 10 |
| 46 | Earthquake | Ground | 100 | 100 | 10 |
| 53 | Endeavor | Normal | — | 100 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 009 Swampert™

WATER / GROUND

## GENERAL INFO

**SPECIES:** Mud Fish Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 181 lbs.
**ABILITY:** ***Torrent*** — *When the Pokémon's HP falls below 1/3, the power of Water-type Moves increases 1.5x.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS

## WHERE/HOW TO CATCH

Evolve from Marshtomp

## STRONG AGAINST:

FIRE
WATER
ICE
STEEL

## WEAK AGAINST:

ELECTRIC
GRASS

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| S | Mud-Slap | Ground | 20 | 100 | 10 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 06 | Mud-Slap | Ground | 20 | 100 | 10 |
| 10 | Water Gun | Water | 40 | 100 | 25 |
| 15 | Bide | Normal | — | 100 | 10 |
| 16 | Mud Shot | Ground | 55 | 95 | 15 |
| 20 | Foresight | Normal | — | 100 | 40 |
| 25 | Mud Sport | Ground | — | 100 | 15 |
| 31 | Take Down | Normal | 90 | 85 | 20 |
| 39 | Muddy Water | Water | 95 | 85 | 10 |
| 46 | Protect | Normal | — | — | 10 |
| 52 | Earthquake | Ground | 100 | 100 | 10 |
| 61 | Endeavor | Normal | — | 100 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 75 | 5 |
| Mega Punch* | Normal | 80 | 85 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 010 Poochyena™

DARK

## GENERAL INFO

**SPECIES:** Bite Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 30 lbs.
**ABILITY:** ***Run Away*** — *Pokémon can flee from battle (except Trainer battles).*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

## EVOLUTIONS

## WHERE/HOW TO CATCH

Routes 101, 102, 103, 104, 110, 116, 117, 120, 121, and 123; Petalburg Woods

## STRONG AGAINST:

PSYCHIC
GHOST
DARK

## WEAK AGAINST:

FIGHTING
BUG

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 05 | Howl | Normal | — | — | 40 |
| 09 | Sand-Attack | Ground | — | 100 | 15 |
| 13 | Bite | Dark | 60 | 100 | 25 |
| 17 | Odor Sleuth | Normal | — | 100 | 40 |
| 21 | Roar | Normal | — | 100 | 20 |
| 25 | Swagger | Normal | — | 90 | 15 |
| 29 | Scary Face | Normal | — | 90 | 10 |
| 33 | Take Down | Normal | 90 | 85 | 20 |
| 37 | Taunt | Dark | — | 100 | 20 |
| 41 | Crunch | Dark | 80 | 100 | 15 |
| 45 | Thief | Dark | 40 | 100 | 10 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Astonish | Ghost | 30 | 100 | 15 |
| Poison Fang | Poison | 50 | 100 | 15 |
| Covet | Normal | 40 | 100 | 40 |
| Leer | Normal | — | 100 | 30 |
| Yawn | Normal | — | 100 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 011 Mightyena™

DARK

**GENERAL INFO**

**SPECIES:** Bite Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 82 lbs.
**ABILITY:** *Intimidate*— *Lowers the opponent's Attack by one point at the start of a battle.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Poochyena; Routes 120, 121, and 123

**STRONG AGAINST:**
PSYCHIC
GHOST
DARK

**WEAK AGAINST:**
FIGHTING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Howl | Normal | — | — | 40 |
| S | Sand-Attack | Ground | — | 100 | 15 |
| S | Bite | Dark | 60 | 100 | 25 |
| 05 | Howl | Normal | — | — | 40 |
| 09 | Sand-Attack | Ground | — | 100 | 15 |
| 13 | Bite | Dark | 60 | 100 | 25 |
| 17 | Odor Sleuth | Normal | — | 100 | 40 |
| 22 | Roar | Normal | — | 100 | 20 |
| 27 | Swagger | Normal | — | 90 | 15 |
| 32 | Scary Face | Normal | — | 90 | 10 |
| 37 | Take Down | Normal | 90 | 85 | 20 |
| 42 | Taunt | Dark | — | 100 | 20 |
| 47 | Crunch | Dark | 80 | 100 | 15 |
| 52 | Thief | Dark | 40 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 012 Zigzagoon™

NORMAL

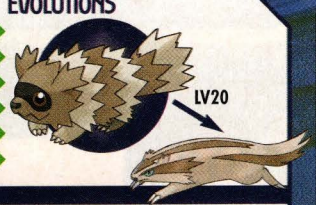
**GENERAL INFO**

**SPECIES:** Tinyraccoon Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 39 lbs.
**ABILITY:** *Pickup*— *Pokémon may find an Item at the end of the battle.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Routes 101, 102, 103, 118, and 119

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| 05 | Tail Whip | Normal | — | 100 | 30 |
| 09 | Headbutt | Normal | 70 | 100 | 15 |
| 13 | Sand-Attack | Ground | — | 100 | 15 |
| 17 | Odor Sleuth | Normal | — | 100 | 40 |
| 21 | Mud Sport | Ground | — | 100 | 15 |
| 25 | Pin Missile | Bug | 14 | 85 | 20 |
| 29 | Covet | Normal | 40 | 100 | 40 |
| 33 | Flail | Normal | — | 100 | 15 |
| 37 | Rest | Psychic | — | — | 10 |
| 41 | Belly Drum | Normal | — | — | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Charm | Normal | — | 100 | 20 |
| Pursuit | Dark | 40 | 100 | 20 |
| Substitute | Normal | — | — | 10 |
| Tickle | Normal | — | 100 | 20 |
| Trick | Psychic | — | 100 | 10 |

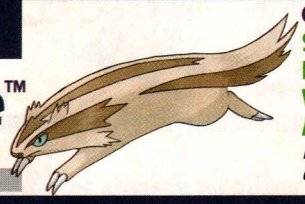
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 013 Linoone™

NORMAL



### GENERAL INFO

**SPECIES:** Rushing Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 72 lbs.
**ABILITY:** *Pickup*—*Pokémon may find an Item at the end of the battle.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Zigzagoon; Routes 118 and 119

### STRONG AGAINST:

GHOST

### WEAK AGAINST:

FIGHTING

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| S | Tail Whip | Normal | — | 100 | 30 |
| S | Headbutt | Normal | 70 | 100 | 15 |
| 05 | Tail Whip | Normal | — | 100 | 30 |
| 09 | Headbutt | Normal | 70 | 100 | 15 |
| 13 | Sand-Attack | Ground | — | 100 | 15 |
| 17 | Odor Sleuth | Normal | — | 100 | 40 |
| 23 | Mud Sport | Ground | — | 100 | 15 |
| 29 | Fury Swipes | Normal | 18 | 80 | 15 |
| 35 | Covet | Normal | 40 | 100 | 40 |
| 41 | Slash | Normal | 70 | 100 | 20 |
| 47 | Rest | Psychic | — | — | 10 |
| 53 | Belly Drum | Normal | — | — | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 014 Wurmple™

BUG

### GENERAL INFO

**SPECIES:** Worm Pokémon
**HEIGHT:** 1'0"
**WEIGHT:** 8 lbs.
**ABILITY:** ***Shield Dust***—*Moves that possess any additional Effects (such as Paralysis) do not affect the Pokémon.*

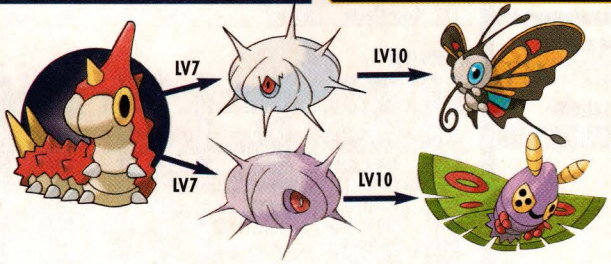
### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

### EVOLUTIONS

**NOTE**

The first Pokémon randomly evolves into one of two Pokémon. Each of the two second forms then evolves into a single type of Pokémon.




### WHERE/HOW TO CATCH

Routes 101, 102, and 104; Petalburg Woods

### STRONG AGAINST:

GRASS
FIGHTING
GROUND

### WEAK AGAINST:

FIRE
FLYING
ROCK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | String Shot | Bug | — | 95 | 40 |
| 05 | Poison Sting | Poison | 15 | 100 | 35 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| None | | | | | |

### EGG MOVES

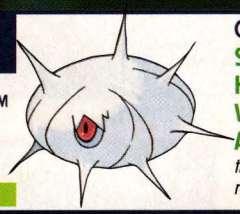
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

## 015 Silcoon™

BUG



### GENERAL INFO

**SPECIES:** Cocoon Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 22 lbs.
**ABILITY:** ***Shed Skin***—*Every turn, the Pokémon has a 1/3 chance of recovering from a Status condition.*

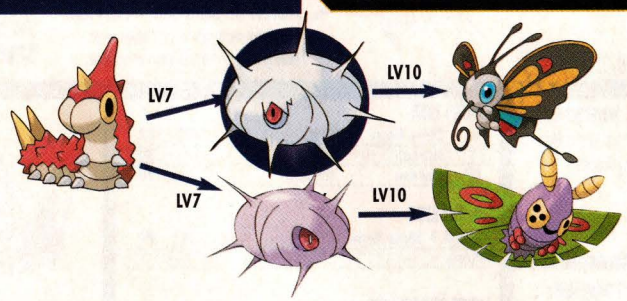
### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

### EVOLUTIONS

**NOTE**

The first Pokémon randomly evolves into one of two Pokémon. Each of the two second forms then evolves into a single type of Pokémon.




### WHERE/HOW TO CATCH

Evolve from Wurmple; Petalburg Woods

### STRONG AGAINST:

GRASS
FIGHTING
GROUND

### WEAK AGAINST:

FIRE
FLYING
ROCK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Harden | Normal | — | — | 30 |
| 07 | Harden | Normal | — | — | 30 |

### TM/HM LIST

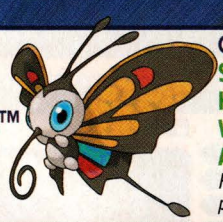
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| None | | | | | |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

## 016 Beautifly™

BUG
FLYING



### GENERAL INFO

**SPECIES:** Butterfly Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 63 lbs.
**ABILITY:** ***Swarm***—*When the Pokémon's HP falls below 1/3, the power of Bug-type Moves increases 1.5x.*

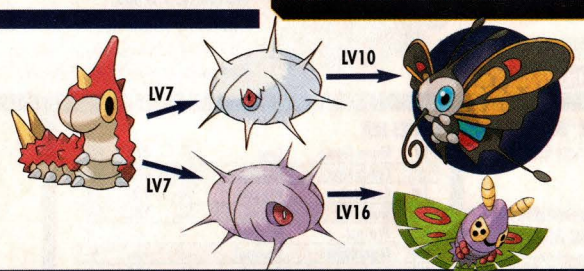
### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

**NOTE**

The first Pokémon randomly evolves into one of two Pokémon. Each of the two second forms then evolves into a single type of Pokémon.




### WHERE/HOW TO CATCH

Evolve from Silcoon

### STRONG AGAINST:

BUG
FLYING
GROUND
GRASS

### WEAK AGAINST:

FIRE
ELECTRIC
FLYING
ROCK
ICE

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Absorb | Grass | 20 | 100 | 20 |
| 10 | Absorb | Grass | 20 | 100 | 20 |
| 13 | Gust | Flying | 40 | 100 | 35 |
| 17 | Stun Spore | Grass | — | 75 | 30 |
| 20 | Morning Sun | Normal | — | — | 5 |
| 24 | Mega Drain | Grass | 40 | 100 | 10 |
| 27 | Whirlwind | Normal | — | 100 | 20 |
| 31 | Attract | Normal | — | 100 | 15 |
| 34 | Silver Wind | Bug | 60 | 100 | 5 |
| 38 | Giga Drain | Grass | 60 | 100 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 017 Cascoon™

BUG

**GENERAL INFO**
**SPECIES:** Cocoon Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 25 lbs.
**ABILITY:** ***Shed Skin*** — *Every turn, the Pokémon has a 1/3 chance of recovering from a Status condition.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

**EVOLUTIONS**

**NOTE**
The first Pokémon randomly evolves into one of two Pokémon. Each of the two second forms then evolves into a single type of Pokémon.

**WHERE/HOW TO CATCH**
Evolve from Wurmple; Petalburg Woods

**STRONG AGAINST:**
GRASS
FIGHTING
GROUND

**WEAK AGAINST:**
FIRE
FLYING
ROCK

**MOVES LIST**

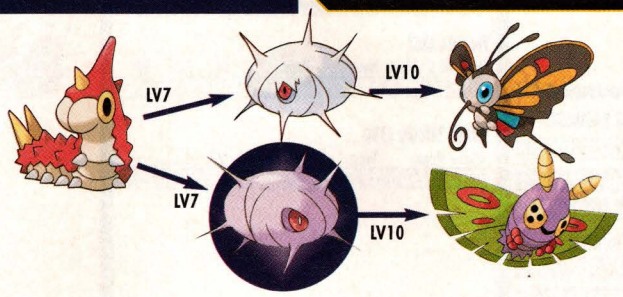
| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Harden | Normal | — | — | 30 |
| 07 | Harden | Normal | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| None | | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |




## 018 Dustox™

BUG
POISON

**GENERAL INFO**
**SPECIES:** Poison Moth Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 70 lbs.
**ABILITY:** ***Shield Dust*** — *Moves that possess any additional Effects (such as Paralysis) do not affect the Pokémon.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**

**NOTE**
The first Pokémon randomly evolves into one of two Pokémon. Each of the two second forms then evolves into a single type of Pokémon.

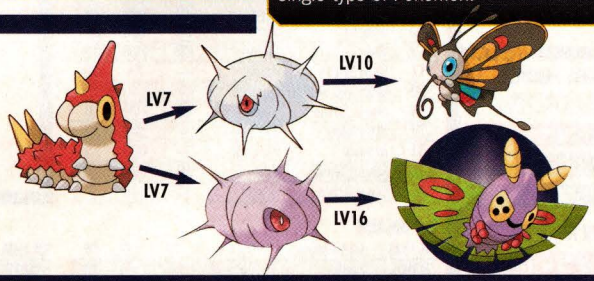
**WHERE/HOW TO CATCH**
Evolve from Cascoon

**STRONG AGAINST:**
GRASS
FIGHTING
PSYCHIC
BUG

**WEAK AGAINST:**
FIRE
FLYING
PSYCHIC
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Confusion | Psychic | 50 | 100 | 25 |
| 10 | Confusion | Psychic | 50 | 100 | 25 |
| 13 | Gust | Flying | 40 | 100 | 35 |
| 17 | Protect | Normal | — | — | 10 |
| 20 | Moonlight | Normal | — | — | 5 |
| 24 | Psybeam | Psychic | 65 | 100 | 20 |
| 27 | Whirlwind | Normal | — | 100 | 20 |
| 31 | Light Screen | Psychic | — | — | 30 |
| 34 | Silver Wind | Bug | 60 | 100 | 5 |
| 38 | Toxic | Poison | — | 85 | 10 |




**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 019 Lotad™

WATER
GRASS

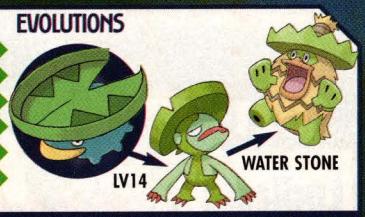
### GENERAL INFO

**SPECIES:** Water Weed Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 6 lbs.
**ABILITIES:** ***Swift Swim*** — *Doubles the Pokémon's Speed when it is raining.*
***Rain Dish*** — *Restores a little HP every turn that it is raining.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Routes 102 and 114

### STRONG AGAINST:

WATER
GROUND
STEEL

### WEAK AGAINST:

POISON
FLYING
BUG

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Astonish | Ghost | 30 | 100 | 15 |
| 03 | Growl | Normal | — | 100 | 40 |
| 07 | Absorb | Grass | 20 | 100 | 20 |
| 13 | Nature Power | Normal | — | 95 | 20 |
| 21 | Mist | Ice | — | — | 30 |
| 31 | Rain Dance | Water | — | — | 5 |
| 43 | Mega Drain | Grass | 40 | 100 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Synthesis | Grass | — | — | 5 |
| Razor Leaf | Grass | 55 | 95 | 25 |
| Sweet Scent | Normal | — | 100 | 20 |
| Leech Seed | Grass | — | 90 | 10 |
| Flail | Normal | — | 100 | 15 |
| Water Gun | Water | 40 | 100 | 25 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 020 Lombre™

WATER
GRASS

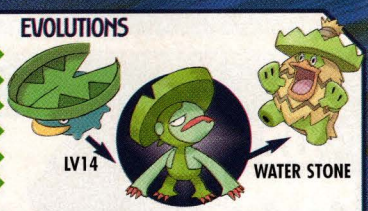
### GENERAL INFO

**SPECIES:** Jolly Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 72 lbs.
**ABILITIES:** ***Swift Swim*** — *Doubles the Pokémon's Speed when it is raining.*
***Rain Dish*** — *Restores a little HP every turn that it is raining.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Lotad;
Route 114

### STRONG AGAINST:

WATER
GROUND
STEEL

### WEAK AGAINST:

POISON
FLYING
BUG

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Astonish | Ghost | 30 | 100 | 15 |
| 03 | Growl | Normal | — | 100 | 40 |
| 07 | Absorb | Grass | 20 | 100 | 20 |
| 13 | Nature Power | Normal | — | 95 | 20 |
| 19 | Fake Out | Normal | 40 | 100 | 10 |
| 25 | Fury Swipes | Normal | 18 | 80 | 15 |
| 31 | Water Sport | Water | — | 100 | 15 |
| 37 | Thief | Dark | 40 | 100 | 10 |
| 43 | Uproar | Normal | 50 | 100 | 10 |
| 49 | Hydro Pump | Water | 120 | 80 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 021 Ludicolo™

WATER
GRASS

### GENERAL INFO

**SPECIES:** Carefree Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 121 lbs.

**ABILITIES:** ***Swift Swim*** — *Doubles the Pokémon's Speed when it is raining.*
***Rain Dish*** — *Restores a little HP every turn that it is raining.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 75 |
| SPEED | 50 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Lombre with Water Stone

### STRONG AGAINST:

WATER
GROUND
STEEL

### WEAK AGAINST:

POISON
FLYING
BUG

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Astonish | Ghost | 30 | 100 | 15 |
| S | Growl | Normal | — | 100 | 40 |
| S | Absorb | Grass | 20 | 100 | 20 |
| S | Nature Power | Normal | — | 95 | 20 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 022 Seedot™

GRASS

### GENERAL INFO

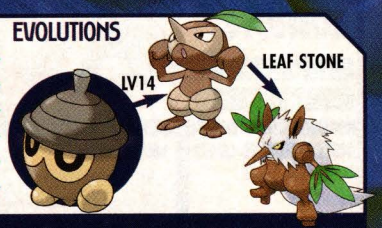
**SPECIES:** Acorn Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 9 lbs.

**ABILITIES:** ***Chlorophyll*** — *Doubles the Pokémon's Speed when it is sunny.*
***Early Bird*** — *The Pokémon recovers from Sleep earlier.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Routes 102, 117, and 120

### STRONG AGAINST:

WATER
ELECTRIC
GRASS
GROUND

### WEAK AGAINST:

FIRE
ICE
POISON
FLYING
BUG

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bide | Normal | — | 100 | 10 |
| S | Pound | Normal | 40 | 100 | 35 |
| 03 | Harden | Normal | — | — | 30 |
| 07 | Growth | Normal | — | — | 40 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 13 | Nature Power | Normal | — | 95 | 20 |
| 21 | Synthesis | Grass | — | — | 5 |
| 31 | Sunny Day | Fire | — | — | 5 |
| 43 | Explosion | Normal | 250 | 100 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Leech Seed | Grass | — | 90 | 10 |
| Amnesia | Psychic | — | — | 20 |
| Quick Attack | Normal | 40 | 100 | 30 |
| Razor Wind | Normal | 80 | 100 | 10 |
| Take Down | Normal | 90 | 85 | 20 |
| False Swipe | Normal | 40 | 100 | 40 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 023 Nuzleaf™

GRASS
DARK

**GENERAL INFO**
**SPECIES:** Wily Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 62 lbs.
**ABILITIES:** ***Chlorophyll*** — *Doubles the Pokémon's Speed when it is sunny.*
***Early Bird*** — *The Pokémon recovers from Sleep earlier.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Seedot; Route 114

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
GROUND
PSYCHIC
GHOST
DARK

**WEAK AGAINST:**
FIRE
ICE
FIGHTING
POISON
FLYING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| 03 | Harden | Normal | — | — | 30 |
| 07 | Growth | Normal | — | — | 40 |
| 13 | Nature Power | Normal | — | 95 | 20 |
| 19 | Fake Out | Normal | 40 | 100 | 10 |
| 25 | Torment | Dark | — | 100 | 15 |
| 31 | Faint Attack | Dark | 60 | — | 20 |
| 37 | Razor Wind | Normal | 80 | 100 | 10 |
| 43 | Swagger | Normal | — | 90 | 15 |
| 49 | Extrasensory | Psychic | 80 | 100 | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 024 Shiftry™

GRASS
DARK

**GENERAL INFO**
**SPECIES:** Wicked Pokémon
**HEIGHT:** 4'3"
**WEIGHT:** 131 lbs.
**ABILITIES:** ***Chlorophyll*** — *Doubles the Pokémon's Speed when it is sunny.*
***Early Bird*** — *The Pokémon recovers from Sleep earlier.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Nuzleaf with Leaf Stone

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
GROUND
PSYCHIC
GHOST
DARK

**WEAK AGAINST:**
FIRE
ICE
FIGHTING
POISON
FLYING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| S | Harden | Normal | — | — | 30 |
| S | Growth | Normal | — | — | 40 |
| S | Nature Power | Normal | — | 95 | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 025 Taillow™

NORMAL
FLYING

**GENERAL INFO**
**SPECIES:** Tinyswallow Pokémon
**HEIGHT:** 1'0"
**WEIGHT:** 5 lbs.
**ABILITY:** ***Guts*** — *The Pokémon's Attack Power rises 1.5x when inflicted with a Status condition.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 75 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Routes 104, 115, and 116; Petalburg Woods

**STRONG AGAINST:**
GRASS
GROUND
BUG
GHOST

**WEAK AGAINST:**
ELECTRIC
ICE
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| 04 | Focus Energy | Normal | — | — | 30 |
| 08 | Quick Attack | Normal | 40 | 100 | 30 |
| 13 | Wing Attack | Flying | 60 | 100 | 35 |
| 19 | Double Team | Normal | — | — | 15 |
| 26 | Endeavor | Normal | — | 100 | 5 |
| 34 | Aerial Ace | Flying | 60 | — | 20 |
| 43 | Agility | Psychic | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Pursuit | Dark | 40 | 100 | 20 |
| Supersonic | Normal | — | 55 | 20 |
| Refresh | Normal | — | 100 | 20 |
| Mirror Move | Flying | — | — | 20 |
| Rage | Normal | 20 | 100 | 20 |
| Sky Attack | Flying | 140 | 90 | 5 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 026 Swellow™

NORMAL
FLYING

**GENERAL INFO**
**SPECIES:** Swallow Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 44 lbs.
**ABILITY:** ***Guts*** — *The Pokémon's Attack Power rises 1.5x when inflicted with a Status condition.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 100 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Taillow; Route 115

**STRONG AGAINST:**
GRASS
GROUND
BUG
GHOST

**WEAK AGAINST:**
ELECTRIC
ICE
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| S | Focus Energy | Normal | — | — | 30 |
| S | Quick Attack | Normal | 40 | 100 | 30 |
| 04 | Focus Energy | Normal | — | — | 30 |
| 08 | Quick Attack | Normal | 40 | 100 | 30 |
| 13 | Wing Attack | Flying | 60 | 100 | 35 |
| 19 | Double Team | Normal | — | — | 15 |
| 28 | Endeavor | Normal | — | 100 | 5 |
| 38 | Aerial Ace | Flying | 60 | — | 20 |
| 49 | Agility | Psychic | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

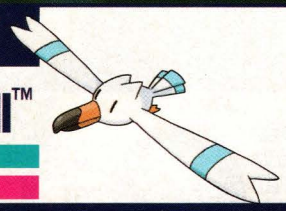
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 027 Wingull™

WATER
FLYING

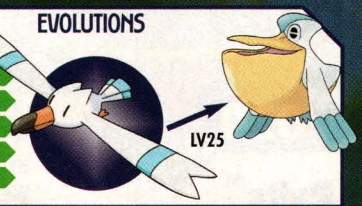


**GENERAL INFO**
**SPECIES:** Seagull Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 21 lbs.
**ABILITY:** ***Keen Eye***—*Pokémon is not affected by moves that lower Accuracy.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 75 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Routes 103, 104, 105, 106, 109, 110, 115, 118, 119, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, and 133; Ever Grande City, Mossdeep City, Lilycove City, Slateport City, and Mt. Pyre

**STRONG AGAINST:**
FIRE
WATER
FIGHTING
GROUND
BUG
STEEL

**WEAK AGAINST:**
ELECTRIC
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 07 | Supersonic | Normal | — | 55 | 20 |
| 13 | Wing Attack | Flying | 60 | 100 | 35 |
| 21 | Mist | Ice | — | — | 30 |
| 31 | Quick Attack | Normal | 40 | 100 | 30 |
| 43 | Pursuit | Dark | 40 | 100 | 20 |
| 55 | Agility | Psychic | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Agility | Psychic | — | — | 30 |
| Mist | Ice | — | — | 30 |
| Twister | Dragon | 40 | 100 | 20 |
| Gust | Flying | 40 | 100 | 35 |
| Water Sport | Water | — | 100 | 15 |
| Whirlwind | Normal | — | 100 | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 028 Pelipper™

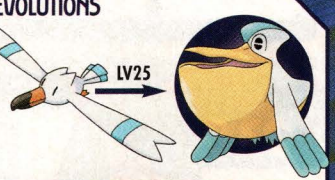
WATER
FLYING

**GENERAL INFO**
**SPECIES:** Water Bird Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 62 lbs.
**ABILITY:** ***Keen Eye***—*Pokémon is not affected by moves that lower Accuracy.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 75 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Wingull; Routes 103, 104, 105, 106, 109, 110, 115, 118, 119, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, and 133; Ever Grande City, Mossdeep City, Lilycove City, Slateport City, and Mt. Pyre

**STRONG AGAINST:**
FIRE
WATER
FIGHTING
GROUND
BUG
STEEL

**WEAK AGAINST:**
ELECTRIC
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| S | Water Gun | Water | 40 | 100 | 25 |
| S | Water Sport | Water | — | 100 | 15 |
| S | Supersonic | Normal | — | 55 | 20 |
| S | Wing Attack | Flying | 60 | 100 | 35 |
| 03 | Water Gun | Water | 40 | 100 | 25 |
| 07 | Supersonic | Normal | — | 55 | 20 |
| 13 | Wing Attack | Flying | 60 | 100 | 35 |
| 21 | Mist | Ice | — | — | 30 |
| 25 | Protect | Normal | — | — | 10 |
| 33 | Stockpile | Normal | — | — | 10 |
| 33 | Swallow | Normal | — | — | 10 |
| 47 | Spit Up | Normal | 100 | 100 | 10 |
| 61 | Hydro Pump | Water | 120 | 80 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 029 Ralts™

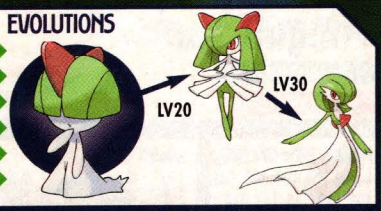
PSYCHIC

**GENERAL INFO**
**SPECIES:** Feeling Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 15 lbs.
**ABILITIES:** ***Synchronize*** — *Shares the Pokémon's Poison, Paralysis, or Burn condition with the opponent Pokémon.*
***Trace*** — *Pokémon's Ability becomes the same as the opponent's.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Route 102

**STRONG AGAINST:**
FIGHTING
PSYCHIC

**WEAK AGAINST:**
BUG
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| 06 | Confusion | Psychic | 50 | 100 | 25 |
| 11 | Double Team | Normal | — | — | 15 |
| 16 | Teleport | Psychic | — | — | 20 |
| 21 | Calm Mind | Psychic | — | — | 20 |
| 26 | Psychic | Psychic | 90 | 100 | 10 |
| 31 | Imprison | Psychic | — | 100 | 15 |
| 36 | Future Sight | Psychic | 80 | 90 | 15 |
| 41 | Hypnosis | Psychic | — | 60 | 20 |
| 46 | Dream Eater | Psychic | 100 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Disable | Normal | — | 55 | 20 |
| Will-O-Wisp | Fire | — | 75 | 15 |
| Mean Look | Normal | — | 100 | 5 |
| Memento | Dark | — | 100 | 10 |
| Destiny Bond | Ghost | — | — | 5 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 030 Kirlia™

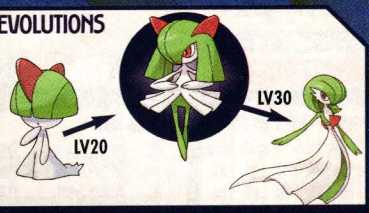
PSYCHIC

**GENERAL INFO**
**SPECIES:** Emotion Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 45 lbs.
**ABILITIES:** ***Synchronize*** — *Shares the Pokémon's Poison, Paralysis, or Burn condition with the opponent Pokémon.*
***Trace*** — *Pokémon's Ability becomes the same as the opponent's.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Ralts

**STRONG AGAINST:**
FIGHTING
PSYCHIC

**WEAK AGAINST:**
BUG
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| S | Confusion | Psychic | 50 | 100 | 25 |
| S | Double Team | Normal | — | — | 15 |
| S | Teleport | Psychic | — | — | 20 |
| S | Magical Leaf | Grass | 60 | — | 20 |
| 06 | Confusion | Psychic | 50 | 100 | 25 |
| 11 | Double Team | Normal | — | — | 15 |
| 16 | Teleport | Psychic | — | — | 20 |
| 21 | Calm Mind | Psychic | — | — | 20 |
| 26 | Psychic | Psychic | 90 | 100 | 10 |
| 33 | Imprison | Psychic | — | 100 | 15 |
| 40 | Future Sight | Psychic | 80 | 90 | 15 |
| 47 | Hypnosis | Psychic | — | 60 | 20 |
| 54 | Dream Eater | Psychic | 100 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 031 Gardevoir™

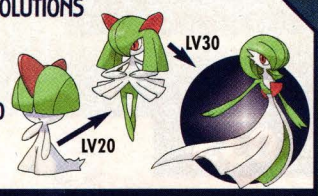
PSYCHIC

**GENERAL INFO**
**SPECIES:** Embrace Pokémon
**HEIGHT:** 5'3"
**WEIGHT:** 107 lbs.
**ABILITIES:** ***Synchronize*** — *Shares the Pokémon's Poison, Paralysis, or Burn condition with the opponent Pokémon.*
***Trace*** — *Pokémon's Ability becomes the same as the opponent's.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 75 |
| SPEED | 75 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Kirlia

**STRONG AGAINST:**
FIGHTING
PSYCHIC

**WEAK AGAINST:**
BUG
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| S | Confusion | Psychic | 50 | 100 | 25 |
| S | Double Team | Normal | — | — | 15 |
| S | Teleport | Psychic | — | — | 20 |
| 06 | Confusion | Psychic | 50 | 100 | 25 |
| 11 | Double Team | Normal | — | — | 15 |
| 16 | Teleport | Psychic | — | — | 20 |
| 21 | Calm Mind | Psychic | — | — | 20 |
| 26 | Psychic | Psychic | 90 | 100 | 10 |
| 33 | Imprison | Psychic | — | 100 | 15 |
| 42 | Future Sight | Psychic | 80 | 90 | 15 |
| 51 | Hypnosis | Psychic | — | 60 | 20 |
| 60 | Dream Eater | Psychic | 100 | 100 | 15 |

**TM/HM LIST**

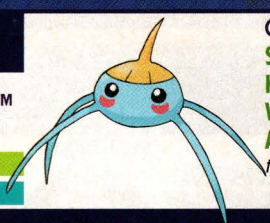
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 032 Surskit™



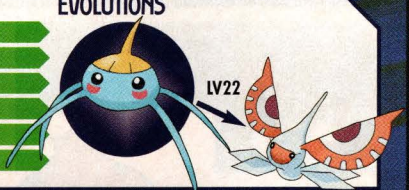
BUG
WATER

**GENERAL INFO**
**SPECIES:** Pond Skater Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 4 lbs.
**ABILITY:** ***Swift Swim*** — *Doubles the Pokémon's Speed when it is raining.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Must trade from *Pokémon Ruby* and *Pokémon Sapphire*

**STRONG AGAINST:**
WATER
ICE
FIGHTING
GROUND
STEEL

**WEAK AGAINST:**
ELECTRIC
FLYING
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| 07 | Quick Attack | Normal | 40 | 100 | 30 |
| 13 | Sweet Scent | Normal | — | 100 | 20 |
| 19 | Water Sport | Water | — | 100 | 15 |
| 25 | Bubblebeam | Water | 65 | 100 | 20 |
| 31 | Agility | Psychic | — | — | 30 |
| 37 | Mist | Ice | — | — | 30 |
| 37 | Haze | Ice | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Foresight | Normal | — | 100 | 40 |
| Mud Shot | Ground | 55 | 95 | 15 |
| Psybeam | Psychic | 65 | 100 | 20 |
| Hydro Pump | Water | 120 | 80 | 5 |
| Mind Reader | Normal | — | 100 | 5 |

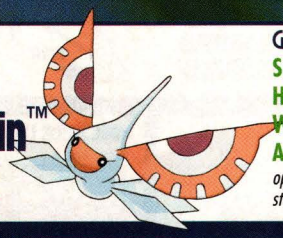
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 033 Masquerain™

BUG / FLYING

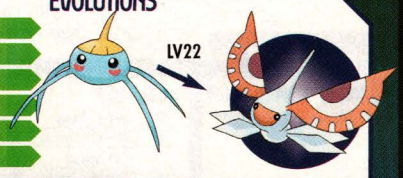


**GENERAL INFO**
**SPECIES:** Eyeball Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 8 lbs.
**ABILITY:** ***Intimidate*** — *Lowers the opponent's Attack by one point at the start of a battle.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Must trade from *Pokémon Ruby* or trade for Surskit, then evolve

**STRONG AGAINST:**
BUG
FIGHTING
GROUND
GRASS

**WEAK AGAINST:**
FIRE
ELECTRIC
FLYING
ROCK
ICE

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| S | Quick Attack | Normal | 40 | 100 | 30 |
| S | Sweet Scent | Normal | — | 100 | 20 |
| S | Water Sport | Water | — | 100 | 15 |
| 07 | Quick Attack | Normal | 40 | 100 | 30 |
| 13 | Sweet Scent | Normal | — | 100 | 20 |
| 19 | Water Sport | Water | — | 100 | 15 |
| 26 | Gust | Flying | 40 | 100 | 35 |
| 33 | Scary Face | Normal | — | 90 | 10 |
| 40 | Stun Spore | Grass | — | 75 | 30 |
| 47 | Silver Wind | Bug | 60 | 100 | 5 |
| 53 | Whirlwind | Normal | — | 100 | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 034 Shroomish™

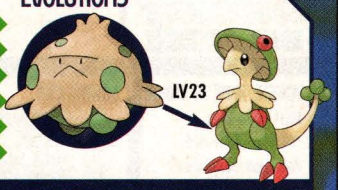
GRASS

**GENERAL INFO**
**SPECIES:** Mushroom Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 10 lbs.
**ABILITY:** ***Effect Spore*** — *Gives the Pokémon's Physical Attacks a 10 percent chance of inflicting Paralysis, Poison, or Sleep on the opponent.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Petalburg Woods

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
GROUND

**WEAK AGAINST:**
FIRE
ICE
POISON
FLYING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Absorb | Grass | 20 | 100 | 20 |
| 04 | Tackle | Normal | 35 | 95 | 35 |
| 07 | Stun Spore | Grass | — | 75 | 30 |
| 10 | Leech Seed | Grass | — | 90 | 10 |
| 16 | Mega Drain | Grass | 40 | 100 | 10 |
| 22 | Headbutt | Normal | 70 | 100 | 15 |
| 28 | Poisonpowder | Poison | — | 75 | 35 |
| 36 | Growth | Normal | — | — | 40 |
| 45 | Giga Drain | Grass | 60 | 100 | 5 |
| 54 | Spore | Grass | — | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Fake Tears | Dark | — | 100 | 20 |
| Swagger | Normal | — | 90 | 15 |
| Charm | Normal | — | 100 | 20 |
| False Swipe | Normal | 40 | 100 | 40 |
| Helping Hand | Normal | — | 100 | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 035 Breloom™

GRASS
FIGHTING

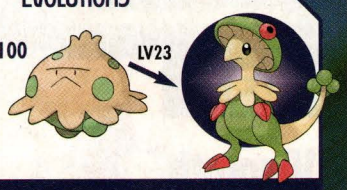
## GENERAL INFO

**SPECIES:** Mushroom Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 86 lbs.
**ABILITY:** ***Effect Spore*** — *Gives the Pokémon's Physical Attacks a 10 percent chance of inflicting Paralysis, Poison, or Sleep on the opponent.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 100 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Evolve from Shroomish

## STRONG AGAINST:

WATER
ELECTRIC
GRASS
GROUND
DARK
ROCK

## WEAK AGAINST:

FIRE
ICE
POISON
FLYING
PSYCHIC

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Absorb | Grass | 20 | 100 | 20 |
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Stun Spore | Grass | — | 75 | 30 |
| S | Leech Seed | Grass | — | 90 | 10 |
| 04 | Tackle | Normal | 35 | 95 | 35 |
| 07 | Stun Spore | Grass | — | 75 | 30 |
| 10 | Leech Seed | Grass | — | 90 | 10 |
| 16 | Mega Drain | Grass | 40 | 100 | 10 |
| 22 | Headbutt | Normal | 70 | 100 | 15 |
| 23 | Mach Punch | Fighting | 40 | 100 | 30 |
| 28 | Counter | Fighting | — | 100 | 20 |
| 36 | Sky Uppercut | Fighting | 85 | 90 | 15 |
| 45 | Mind Reader | Normal | — | 100 | 5 |
| 54 | Dynamicpunch | Fighting | 100 | 50 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM49 | Snatch | Dark | — | 100 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 036 Slakoth™

NORMAL

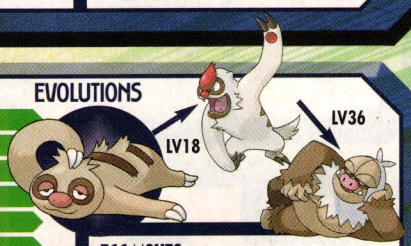
## GENERAL INFO

**SPECIES:** Slacker Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 53 lbs.
**ABILITY:** ***Truant*** — *Can attack only one or two times.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Petalburg Woods

## STRONG AGAINST:

GHOST

## WEAK AGAINST:

FIGHTING

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Yawn | Normal | — | 100 | 10 |
| 07 | Encore | Normal | — | 100 | 5 |
| 13 | Slack Off | Normal | — | 100 | 10 |
| 19 | Faint Attack | Dark | 60 | — | 20 |
| 25 | Amnesia | Psychic | — | — | 20 |
| 31 | Covet | Normal | 40 | 100 | 40 |
| 37 | Counter | Fighting | — | 100 | 20 |
| 43 | Flail | Normal | — | 100 | 15 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Pursuit | Dark | 40 | 100 | 20 |
| Slash | Normal | 70 | 100 | 20 |
| Body Slam | Normal | 85 | 100 | 15 |
| Snore | Normal | 40 | 100 | 15 |
| Crush Claw | Normal | 75 | 95 | 10 |
| Curse | — | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter* | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 037 Vigoroth™

NORMAL

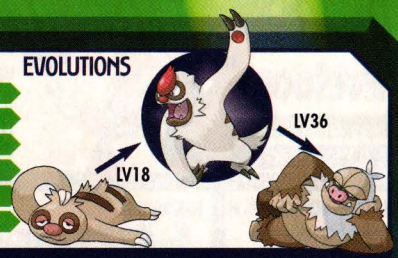
**GENERAL INFO**

**SPECIES:** Wild Monkey Pokémon
**HEIGHT:** 4'7"
**WEIGHT:** 103 lbs.
**ABILITY:** *Vital Spirit*—
*Pokémon cannot be put to Sleep.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Slakoth

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Focus Energy | Normal | — | — | 30 |
| S | Encore | Normal | — | 100 | 5 |
| S | Uproar | Normal | 50 | 100 | 10 |
| 07 | Encore | Normal | — | 100 | 5 |
| 13 | Uproar | Normal | 50 | 100 | 10 |
| 19 | Fury Swipes | Normal | 18 | 80 | 15 |
| 25 | Endure | Normal | — | — | 10 |
| 31 | Slash | Normal | 70 | 100 | 20 |
| 37 | Counter | Fighting | — | 100 | 20 |
| 43 | Focus Punch | Fighting | 150 | 100 | 20 |
| 49 | Reversal | Fighting | — | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 038 Slaking™

NORMAL

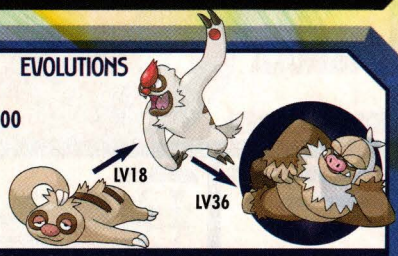
**GENERAL INFO**

**SPECIES:** Lazy Pokémon
**HEIGHT:** 6'7"
**WEIGHT:** 288 lbs.
**ABILITY:** *Truant*—
*Can attack only one or two times.*

**STATS**

| | |
|---|---|
| HP | 75 |
| ATTACK | 100 |
| DEFENSE | 75 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Vigoroth

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Yawn | Normal | — | 100 | 10 |
| S | Encore | Normal | — | 100 | 5 |
| S | Slack Off | Normal | — | 100 | 10 |
| 07 | Encore | Normal | — | 100 | 5 |
| 13 | Slack Off | Normal | — | 100 | 10 |
| 19 | Faint Attack | Dark | 60 | — | 20 |
| 25 | Amnesia | Psychic | — | — | 20 |
| 31 | Covet | Normal | 40 | 100 | 40 |
| 36 | Swagger | Normal | — | 90 | 15 |
| 37 | Counter | Fighting | — | 100 | 20 |
| 43 | Flail | Normal | — | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 039 Abra™

PSYCHIC

## GENERAL INFO

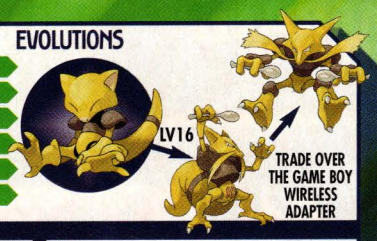
**SPECIES:** Psi Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 43 lbs.

**ABILITIES:** ***Synchronize*** — *Shares the Pokémon's Poison, Paralysis, or Burn condition with the opponent Pokémon.*
***Inner Focus*** — *Prevents the Pokémon from Flinching.*

## STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 30 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 30 |
| SPEED | 66 |

## EVOLUTIONS




**WHERE/HOW TO CATCH**
Route 116, Granite Cave

**STRONG AGAINST:**
FIGHTING
PSYCHIC

**WEAK AGAINST:**
GHOST
BUG
DARK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Teleport | Psychic | — | — | 20 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Barrier | Psychic | — | — | 30 |
| Encore | Normal | — | 100 | 5 |
| Knock Off | Dark | 20 | 100 | 20 |
| Fire Punch | Fire | 75 | 100 | 15 |
| Thunderpunch | Electric | 75 | 100 | 15 |
| Ice Punch | Ice | 75 | 100 | 15 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 040 Kadabra™

PSYCHIC

## GENERAL INFO

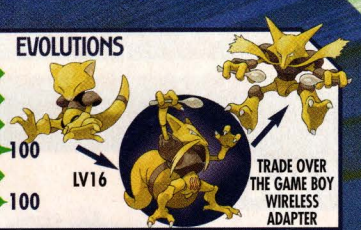
**SPECIES:** Psi Pokémon
**HEIGHT:** 4'3"
**WEIGHT:** 125 lbs.

**ABILITIES:** ***Synchronize*** — *Shares the Pokémon's Poison, Paralysis, or Burn condition with the opponent Pokémon.*
***Inner Focus*** — *Prevents the Pokémon from Flinching.*

## STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 30 |
| DEFENSE | 33 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 66 |
| SPEED | 100 |

## EVOLUTIONS




**WHERE/HOW TO CATCH**
Evolve from Abra

**STRONG AGAINST:**
FIGHTING
PSYCHIC

**WEAK AGAINST:**
GHOST
BUG
DARK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Teleport | Psychic | — | — | 20 |
| S | Kinesis | Psychic | — | 80 | 15 |
| S | Confusion | Psychic | 50 | 100 | 25 |
| 16 | Confusion | Psychic | 50 | 100 | 25 |
| 18 | Disable | Normal | — | 55 | 20 |
| 21 | Psybeam | Psychic | 65 | 100 | 20 |
| 23 | Reflect | Psychic | — | — | 20 |
| 25 | Recover | Normal | — | — | 20 |
| 30 | Future Sight | Psychic | 80 | 90 | 15 |
| 33 | Role Play | Psychic | — | 100 | 10 |
| 36 | Psychic | Psychic | 90 | 100 | 10 |
| 43 | Trick | Psychic | — | 100 | 10 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 041 Alakazam™

PSYCHIC

**GENERAL INFO**
**SPECIES:** Psi Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 106 lbs.
**ABILITIES:** ***Synchronize*** — *Shares the Pokémon's Poison, Paralysis, or Burn condition with the opponent Pokémon.*
***Inner Focus*** — *Prevents the Pokémon from Flinching.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 66 |
| SPEED | 100 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Trade Kadabra over Game Boy Wireless Adapter

**STRONG AGAINST:**
FIGHTING
PSYCHIC

**WEAK AGAINST:**
GHOST
BUG
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Teleport | Psychic | — | — | 20 |
| S | Kinesis | Psychic | — | 80 | 15 |
| S | Confusion | Psychic | 50 | 100 | 25 |
| 16 | Confusion | Psychic | 50 | 100 | 25 |
| 18 | Disable | Normal | — | 55 | 20 |
| 21 | Psybeam | Psychic | 65 | 100 | 20 |
| 23 | Reflect | Psychic | — | — | 20 |
| 25 | Recover | Normal | — | — | 20 |
| 30 | Future Sight | Psychic | 80 | 90 | 15 |
| 33 | Calm Mind | Psychic | — | — | 20 |
| 36 | Psychic | Psychic | 90 | 100 | 10 |
| 43 | Trick | Psychic | — | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 042 Nincada™

BUG
GROUND

**GENERAL INFO**
**SPECIES:** Trainee Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 12 lbs.
**ABILITY:** ***Compoundeyes*** — *Raises the Pokémon's Accuracy 30 percent in battle.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Route 116

**STRONG AGAINST:**
ELECTRIC
FIGHTING
POISON
GROUND

**WEAK AGAINST:**
FIRE
WATER
ICE
FLYING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Harden | Normal | — | — | 30 |
| 05 | Leech Life | Bug | 20 | 100 | 15 |
| 09 | Sand-Attack | Ground | — | 100 | 15 |
| 14 | Fury Swipes | Normal | 18 | 80 | 15 |
| 19 | Mind Reader | Normal | — | 100 | 5 |
| 25 | False Swipe | Normal | 40 | 100 | 40 |
| 31 | Mud-Slap | Ground | 20 | 100 | 10 |
| 38 | Metal Claw | Steel | 50 | 95 | 35 |
| 45 | Dig | Ground | 60 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Endure | Normal | — | — | 10 |
| Faint Attack | Dark | 60 | — | 20 |
| Gust | Flying | 40 | 100 | 35 |
| Silver Wind | Bug | 60 | 100 | 5 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Swagger | Normal | — | 90 | 15 |
| Substitute | Normal | — | — | 10 |

*Battle Frontier tutor move

## 043 Ninjask™

BUG
FLYING

**GENERAL INFO**
**SPECIES:** Ninja Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 26 lbs.
**ABILITY:** *Speed Boost*—
*Increases the Pokémon's Speed by one point each turn.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 100 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Nincada

**STRONG AGAINST:**
BUG
FIGHTING
GROUND
GRASS

**WEAK AGAINST:**
FIRE
ELECTRIC
FLYING
ROCK
ICE

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Harden | Normal | — | — | 30 |
| S | Leech Life | Bug | 20 | 100 | 15 |
| S | Sand-Attack | Ground | — | 100 | 15 |
| 05 | Leech Life | Bug | 20 | 100 | 15 |
| 09 | Sand-Attack | Ground | — | 100 | 15 |
| 14 | Fury Swipes | Normal | 18 | 80 | 15 |
| 19 | Mind Reader | Normal | — | 100 | 5 |
| 20 | Double Team | Normal | — | — | 15 |
| 20 | Fury Cutter | Bug | 10 | 95 | 20 |
| 20 | Screech | Normal | — | 85 | 40 |
| 25 | Swords Dance | Normal | — | — | 30 |
| 31 | Slash | Normal | 70 | 100 | 20 |
| 38 | Agility | Psychic | — | — | 30 |
| 45 | Baton Pass | Normal | — | — | 40 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

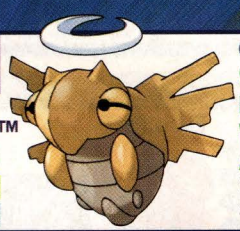
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 044 Shedinja™

BUG
GHOST

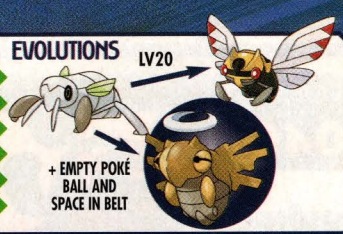


**GENERAL INFO**
**SPECIES:** Shed Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 3 lbs.
**ABILITY:** *Wonder Guard*—
*The Pokémon is harmed only by moves that cause "Super Effective" damage.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Nincada—must have empty Poké Ball and open slot on team

**STRONG AGAINST:**
NORMAL
GRASS
FIGHTING
POISON
GROUND
BUG

**WEAK AGAINST:**
FIRE
FLYING
ROCK
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Harden | Normal | — | — | 30 |
| 05 | Leech Life | Bug | 20 | 100 | 15 |
| 09 | Sand-Attack | Ground | — | 100 | 15 |
| 14 | Fury Swipes | Normal | 18 | 80 | 15 |
| 19 | Mind Reader | Normal | — | 100 | 5 |
| 25 | Spite | Ghost | — | 100 | 10 |
| 31 | Confuse Ray | Ghost | — | 100 | 10 |
| 38 | Shadow Ball | Ghost | 80 | 100 | 15 |
| 45 | Grudge | Ghost | — | 100 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 045 Whismur™

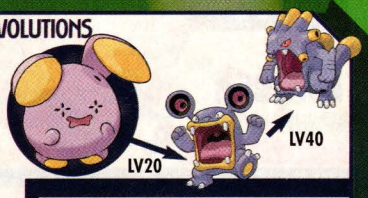
NORMAL

**GENERAL INFO**
**SPECIES:** Whisper Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 36 lbs.
**ABILITY:** *Soundproof*— *Pokémon is unaffected by loud moves, such as Roar and Sing.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Route 116, Desert Tunnel, Rusturf Tunnel, and Victory Road

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| 05 | Uproar | Normal | 50 | 100 | 10 |
| 11 | Astonish | Ghost | 30 | 100 | 15 |
| 15 | Howl | Normal | — | — | 40 |
| 21 | Supersonic | Normal | — | 55 | 20 |
| 25 | Stomp | Normal | 65 | 100 | 20 |
| 31 | Screech | Normal | — | 85 | 40 |
| 35 | Roar | Normal | — | 100 | 20 |
| 41 | Rest | Psychic | — | — | 10 |
| 41 | Sleep Talk | Normal | — | — | 10 |
| 45 | Hyper Voice | Normal | 90 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Take Down | Normal | 90 | 85 | 20 |
| Snore | Normal | 40 | 100 | 15 |
| Swagger | Normal | — | 90 | 15 |
| Extrasensory | Psychic | 80 | 100 | 30 |
| Smellingsalt | Normal | 60 | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 046 Loudred™

NORMAL

**GENERAL INFO**
**SPECIES:** Big Voice Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 89 lbs.
**ABILITY:** *Soundproof*— *Pokémon is unaffected by loud moves, such as Roar and Sing.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Whismur; Desert Tunnel, Victory Road

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| S | Uproar | Normal | 50 | 100 | 10 |
| S | Astonish | Ghost | 30 | 100 | 15 |
| S | Howl | Normal | — | — | 40 |
| 05 | Uproar | Normal | 50 | 100 | 10 |
| 11 | Astonish | Ghost | 30 | 100 | 15 |
| 15 | Howl | Normal | — | — | 40 |
| 23 | Supersonic | Normal | — | 55 | 20 |
| 29 | Stomp | Normal | 65 | 100 | 20 |
| 37 | Screech | Normal | — | 85 | 40 |
| 43 | Roar | Normal | — | 100 | 20 |
| 51 | Rest | Psychic | — | — | 10 |
| 51 | Sleep Talk | Normal | — | — | 10 |
| 57 | Hyper Voice | Normal | 90 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 047 Exploud™

NORMAL

**GENERAL INFO**

**SPECIES:** Loud Noise Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 185 lbs.
**ABILITY:** ***Soundproof***— *Pokémon is unaffected by loud moves, such as Roar and Sing.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Loudred

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| S | Uproar | Normal | 50 | 100 | 10 |
| S | Astonish | Ghost | 30 | 100 | 15 |
| S | Howl | Normal | — | — | 40 |
| 05 | Uproar | Normal | 50 | 100 | 10 |
| 11 | Astonish | Ghost | 30 | 100 | 15 |
| 15 | Howl | Normal | — | — | 40 |
| 23 | Supersonic | Normal | — | 55 | 20 |
| 29 | Stomp | Normal | 65 | 100 | 20 |
| 37 | Screech | Normal | — | 85 | 40 |
| 40 | Hyper Beam | Normal | 150 | 90 | 5 |
| 45 | Roar | Normal | — | 100 | 20 |
| 55 | Rest | Psychic | — | — | 10 |
| 55 | Sleep Talk | Normal | — | — | 10 |
| 63 | Hyper Voice | Normal | 90 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 048 Makuhita™

FIGHTING

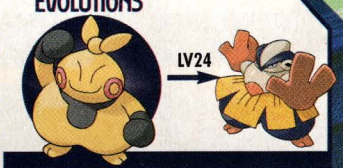
**GENERAL INFO**

**SPECIES:** Guts Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 191 lbs.
**ABILITIES:** ***Thick Fat***— *Fire- and Ice-type Moves inflict only 50 percent of the damage.*
***Guts***— *The Pokémon's Attack Power rises 1.5x when inflicted with a Status condition.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Granite Cave, Victory Road

**STRONG AGAINST:**
BUG
ROCK
DARK

**WEAK AGAINST:**
FLYING
PSYCHIC

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Focus Energy | Normal | — | — | 30 |
| 04 | Sand-Attack | Ground | — | 100 | 15 |
| 10 | Arm Thrust | Fighting | 15 | 100 | 20 |
| 13 | Vital Throw | Fighting | 70 | 100 | 10 |
| 19 | Fake Out | Normal | 40 | 100 | 10 |
| 22 | Whirlwind | Normal | — | 100 | 20 |
| 28 | Knock Off | Dark | 20 | 100 | 20 |
| 31 | Smellingsalt | Normal | 60 | 100 | 10 |
| 37 | Belly Drum | Normal | — | — | 10 |
| 40 | Endure | Normal | — | — | 10 |
| 46 | Seismic Toss | Fighting | — | 100 | 20 |
| 49 | Reversal | Fighting | — | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Faint Attack | Dark | 60 | — | 20 |
| Detect | Fighting | — | — | 5 |
| Foresight | Normal | — | 100 | 40 |
| Helping Hand | Normal | — | 100 | 20 |
| Cross Chop | Fighting | 100 | 80 | 5 |
| Revenge | Fighting | 60 | 100 | 10 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Counter | Fighting | — | 100 | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 049 Hariyama™

FIGHTING

### GENERAL INFO

**SPECIES:** Arm Thrust Pokémon
**HEIGHT:** 7'7"
**WEIGHT:** 560 lbs.
**ABILITIES:** ***Thick Fat*** — *Fire- and Ice-type Moves inflict only 50 percent of the damage.*
***Guts*** — *The Pokémon's Attack Power rises 1.5x when inflicted with a Status condition.*

### STATS

| | |
|---|---|
| HP | 75 |
| ATTACK | 100 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Makuhita; Victory Road

### STRONG AGAINST:

BUG
ROCK
DARK

### WEAK AGAINST:

FLYING
PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Focus Energy | Normal | — | — | 30 |
| S | Sand-Attack | Ground | — | 100 | 15 |
| S | Arm Thrust | Fighting | 15 | 100 | 20 |
| 04 | Sand-Attack | Ground | — | 100 | 15 |
| 10 | Arm Thrust | Fighting | 15 | 100 | 20 |
| 13 | Vital Throw | Fighting | 70 | 100 | 10 |
| 19 | Fake Out | Normal | 40 | 100 | 10 |
| 22 | Whirlwind | Normal | — | 100 | 20 |
| 29 | Knock Off | Dark | 20 | 100 | 20 |
| 33 | Smellingsalt | Normal | 60 | 100 | 10 |
| 40 | Belly Drum | Normal | — | — | 10 |
| 44 | Endure | Normal | — | — | 10 |
| 51 | Seismic Toss | Fighting | — | 100 | 20 |
| 55 | Reversal | Fighting | — | 100 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 050 Goldeen™

WATER

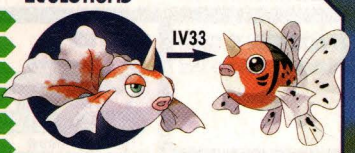
### GENERAL INFO

**SPECIES:** Goldfish Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 33 lbs.
**ABILITIES:** ***Swift Swim*** — *Doubles the Pokémon's Speed when it is raining.*
***Water Veil*** — *Pokémon cannot be Burned.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Routes 102, 111, 114, 117, and 120; Meteor Falls, Petalburg City, Safari Zone, and Victory Road

### STRONG AGAINST:

FIRE
WATER
ICE
STEEL

### WEAK AGAINST:

ELECTRIC
GRASS

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Tail Whip | Normal | — | 100 | 30 |
| S | Water Sport | Water | — | 100 | 15 |
| 10 | Supersonic | Normal | — | 55 | 20 |
| 15 | Horn Attack | Normal | 65 | 100 | 25 |
| 24 | Flail | Normal | — | 100 | 15 |
| 29 | Fury Attack | Normal | 15 | 85 | 20 |
| 38 | Waterfall | Water | 80 | 100 | 15 |
| 43 | Horn Drill | Normal | — | 30 | 5 |
| 52 | Agility | Psychic | — | — | 30 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Psybeam | Psychic | 65 | 100 | 20 |
| Hydro Pump | Water | 120 | 80 | 5 |
| Sleep Talk | Normal | — | — | 10 |
| Mud Sport | Ground | — | 100 | 15 |
| Haze | Ice | — | — | 30 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 051 Seaking™

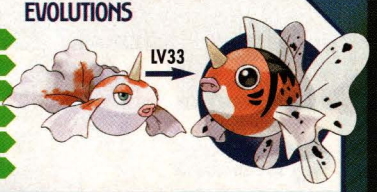
WATER

**GENERAL INFO**
**SPECIES:** Goldfish Pokémon
**HEIGHT:** 4'3"
**WEIGHT:** 86 lbs.
**ABILITIES:** ***Swift Swim*** *— Doubles the Pokémon's Speed when it is raining.*
***Water Veil*** *— Pokémon cannot be Burned.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Goldeen; Safari Zone

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Tail Whip | Normal | — | 100 | 30 |
| S | Water Sport | Water | — | 100 | 15 |
| S | Supersonic | Normal | — | 55 | 20 |
| 10 | Supersonic | Normal | — | 55 | 20 |
| 15 | Horn Attack | Normal | 65 | 100 | 25 |
| 24 | Flail | Normal | — | 100 | 15 |
| 29 | Fury Attack | Normal | 15 | 85 | 20 |
| 41 | Waterfall | Water | 80 | 100 | 15 |
| 49 | Horn Drill | Normal | — | 30 | 5 |
| 61 | Agility | Psychic | — | — | 30 |

**TM/HM LIST**

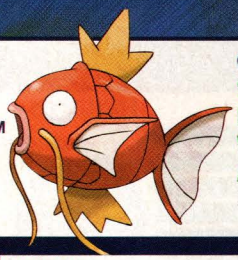
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 052 Magikarp™



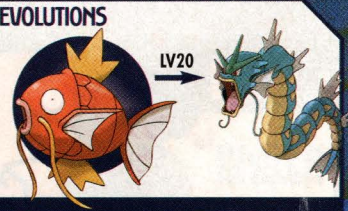
WATER

**GENERAL INFO**
**SPECIES:** Fish Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 22 lbs.
**ABILITY:** ***Swift Swim*** *— Doubles the Pokémon's Speed when it is raining.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
All water routes with Old Rod

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Splash | Normal | — | — | 40 |
| 15 | Tackle | Normal | 35 | 95 | 35 |
| 30 | Flail | Normal | — | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| None | | | | | |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

*Battle Frontier tutor move

## 053 Gyarados™

WATER / FLYING

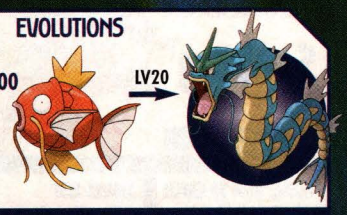
### GENERAL INFO

**SPECIES:** Atrocious Pokémon
**HEIGHT:** 21'4"
**WEIGHT:** 518 lbs.
**ABILITY:** ***Intimidate*** *— Lowers the opponent's Attack by one point at the start of a battle.*

### STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 60 |
| SPEED | 66 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Magicarp; Sootopolis City

### STRONG AGAINST:

FIRE / WATER / FIGHTING / GROUND / BUG / STEEL

### WEAK AGAINST:

ELECTRIC / GRASS

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Thrash | Normal | 90 | 100 | 20 |
| 20 | Bite | Dark | 60 | 100 | 25 |
| 25 | Dragon Rage | Dragon | — | 100 | 10 |
| 30 | Leer | Normal | — | 100 | 30 |
| 35 | Twister | Dragon | 40 | 100 | 20 |
| 40 | Hydro Pump | Water | 120 | 80 | 5 |
| 45 | Rain Dance | Water | — | — | 5 |
| 50 | Dragon Dance | Dragon | — | — | 20 |
| 55 | Hyper Beam | Normal | 150 | 90 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Swagger | Normal | — | 90 | 15 |
| Substitute | Normal | — | — | 10 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 054 Azurill™

NORMAL

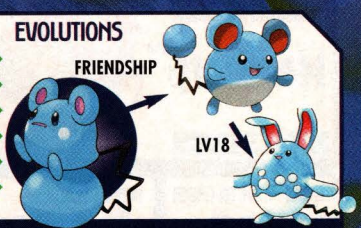
### GENERAL INFO

**SPECIES:** Polka Dot Pokémon
**HEIGHT:** 0'8"
**WEIGHT:** 4 lbs.
**ABILITIES:** ***Thick Fat*** *— Fire- and Ice-type Moves inflict only 50 percent of the damage.*
***Huge Power*** *— Increases the Pokémon's Attack Power in battle. Attack Power becomes halved if Skill Swap nullifies the Ability.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 25 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Breed Female Marill with Sea Incense Held Item

### STRONG AGAINST:

GHOST

### WEAK AGAINST:

FIGHTING

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Splash | Normal | — | — | 40 |
| 03 | Charm | Normal | — | 100 | 20 |
| 06 | Tail Whip | Normal | — | 100 | 30 |
| 10 | Bubble | Water | 20 | 100 | 30 |
| 15 | Slam | Normal | 80 | 75 | 20 |
| 21 | Water Gun | Water | 40 | 100 | 25 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Encore | Normal | — | 100 | 5 |
| Sing | Normal | — | 55 | 15 |
| Refresh | Normal | — | 100 | 20 |
| Tickle | Normal | — | 100 | 20 |
| Slam | Normal | 80 | 75 | 30 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 055 Marill™

WATER

### GENERAL INFO
**SPECIES:** Aqua Mouse Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 19 lbs.

**ABILITIES:** ***Thick Fat*** — Fire- and Ice-type Moves inflict only 50 percent of the damage.

***Huge Power*** — Increases the Pokémon's Attack Power in battle. Attack Power becomes halved if Skill Swap nullifies the Ability.

### STATS
| | |
|---|---|
| HP | 66 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

### EVOLUTIONS
FRIENDSHIP

### WHERE/HOW TO CATCH
Evolve from Azurill with Taming; Routes 102, 111, 112, 114, 117, and 120; Petalburg Woods and Safari Zone

### STRONG AGAINST:
FIRE
WATER
ICE
STEEL

### WEAK AGAINST:
ELECTRIC
GRASS

### MOVES LIST
| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 03 | Defense Curl | Normal | — | — | 40 |
| 06 | Tail Whip | Normal | — | 100 | 30 |
| 10 | Water Gun | Water | 40 | 100 | 25 |
| 15 | Rollout | Rock | 30 | 90 | 20 |
| 21 | Bubblebeam | Water | 65 | 100 | 20 |
| 28 | Double-Edge | Normal | 120 | 100 | 15 |
| 36 | Rain Dance | Water | — | — | 5 |
| 45 | Hydro Pump | Water | 120 | 80 | 5 |

### TM/HM LIST
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Light Screen | Psychic | — | — | 30 |
| Amnesia | Psychic | — | — | 20 |
| Future Sight | Psychic | 80 | 90 | 15 |
| Supersonic | Normal | — | 55 | 20 |
| Substitute | Normal | — | — | 10 |
| Present | Normal | — | 90 | 15 |
| Belly Drum | Normal | — | — | 10 |
| Perish Song | Normal | — | — | 5 |

### MOVE TUTOR LIST
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 056 Azumarill™

WATER

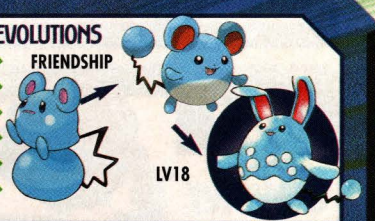
### GENERAL INFO
**SPECIES:** Aquarabbit Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 63 lbs.

**ABILITIES:** ***Thick Fat*** — Fire- and Ice-type Moves inflict only 50 percent of the damage.

***Huge Power*** — Increases the Pokémon's Attack Power in battle. Attack Power becomes halved if Skill Swap nullifies the Ability.

### STATS
| | |
|---|---|
| HP | 66 |
| ATTACK | 33 |
| DEFENSE | 66 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 66 |
| SPEED | 33 |

### EVOLUTIONS
FRIENDSHIP




### WHERE/HOW TO CATCH
Evolve from Marill

### STRONG AGAINST:
FIRE
WATER
ICE
STEEL

### WEAK AGAINST:
ELECTRIC
GRASS

### MOVES LIST
| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Defense Curl | Normal | — | — | 40 |
| S | Tail Whip | Normal | — | 100 | 30 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 03 | Defense Curl | Normal | — | — | 40 |
| 06 | Tail Whip | Normal | — | 100 | 30 |
| 10 | Water Gun | Water | 40 | 100 | 25 |
| 15 | Rollout | Rock | 30 | 90 | 20 |
| 24 | Bubblebeam | Water | 65 | 100 | 20 |
| 34 | Double-Edge | Normal | 120 | 100 | 15 |
| 45 | Rain Dance | Water | — | — | 5 |
| 57 | Hydro Pump | Water | 120 | 80 | 5 |

### TM/HM LIST
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 057 Geodude™

ROCK / GROUND

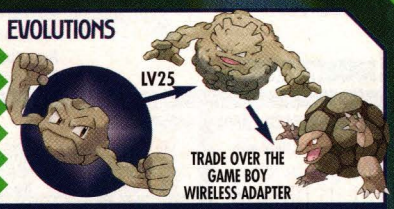
**GENERAL INFO**
**SPECIES:** Rock Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 44 lbs.

**ABILITIES:** ***Rock Head***—*Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*
***Sturdy***—*One hit KO moves have no effect.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 60 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 30 |
| SPEED | 30 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Granite Cave, Magma Hideout, Victory Road; use Rock Smash in Routes 111 and 114, Safari Zone, and Victory Road

**STRONG AGAINST:**
NORMAL, FIRE, ELECTRIC, POISON, FLYNG, ROCK

**WEAK AGAINST:**
WATER, GRASS, ICE, FIGHTING, GROUND, STEEL

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Defense Curl | Normal | — | — | 40 |
| 06 | Mud Sport | Ground | — | 100 | 15 |
| 11 | Rock Throw | Rock | 50 | 90 | 15 |
| 16 | Magnitude | Ground | — | 100 | 30 |
| 21 | Selfdestruct | Normal | 200 | 100 | 5 |
| 26 | Rollout | Rock | 30 | 90 | 20 |
| 31 | Rock Blast | Rock | 25 | 80 | 10 |
| 36 | Earthquake | Ground | 100 | 100 | 10 |
| 41 | Explosion | Normal | 250 | 100 | 5 |
| 46 | Double-Edge | Normal | 120 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Rock Slide | Rock | 75 | 90 | 10 |
| Block | Normal | — | 100 | 5 |
| Mega Punch | Normal | 80 | 85 | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 058 Graveler™

ROCK / GROUND

**GENERAL INFO**
**SPECIES:** Rock Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 323 lbs.

**ABILITIES:** ***Rock Head***—*Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*
***Sturdy***—*One hit KO moves have no effect.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Golem; Magma Hideout and Victory Road

**STRONG AGAINST:**
NORMAL, FIRE, ELECTRIC, POISON, FLYNG, ROCK

**WEAK AGAINST:**
WATER, GRASS, ICE, GROUND, STEEL

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Defense Curl | Normal | — | — | 40 |
| S | Mud Sport | Ground | — | 100 | 15 |
| S | Rock Throw | Rock | 50 | 90 | 15 |
| 06 | Mud Sport | Ground | — | 100 | 15 |
| 11 | Rock Throw | Rock | 50 | 90 | 15 |
| 16 | Magnitude | Ground | — | 100 | 30 |
| 21 | Selfdestruct | Normal | 200 | 100 | 5 |
| 29 | Rollout | Rock | 30 | 90 | 20 |
| 37 | Rock Blast | Rock | 25 | 80 | 10 |
| 45 | Earthquake | Ground | 100 | 100 | 10 |
| 53 | Explosion | Normal | 250 | 100 | 5 |
| 62 | Double-Edge | Normal | 120 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 059 Golem™

ROCK
GROUND

## GENERAL INFO

**SPECIES:** Megaton Pokémon
**HEIGHT:** 4'7"
**WEIGHT:** 662 lbs.

**ABILITIES:** ***Rock Head*** — *Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*
***Sturdy*** — *One hit KO moves have no effect.*

## STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 100 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 33 |

## EVOLUTIONS

## WHERE/HOW TO CATCH

Trade Graveler over Game Boy Wireless Adapter

## STRONG AGAINST:

NORMAL
FIRE
ELECTRIC
POISON
FLYNG
ROCK

## WEAK AGAINST:

WATER
GRASS
ICE
FIGHTING
GROUND
STEEL

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Defense Curl | Normal | — | — | 40 |
| S | Mud Sport | Ground | — | 100 | 15 |
| S | Rock Throw | Rock | 50 | 90 | 15 |
| 06 | Mud Sport | Ground | — | 100 | 15 |
| 11 | Rock Throw | Rock | 50 | 90 | 15 |
| 16 | Magnitude | Ground | — | 100 | 30 |
| 21 | Selfdestruct | Normal | 200 | 100 | 5 |
| 29 | Rollout | Rock | 30 | 90 | 20 |
| 37 | Rock Blast | Rock | 25 | 80 | 10 |
| 45 | Earthquake | Ground | 100 | 100 | 10 |
| 53 | Explosion | Normal | 250 | 100 | 5 |
| 62 | Double-Edge | Normal | 120 | 100 | 15 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 060 Nosepass™

ROCK

## GENERAL INFO

**SPECIES:** Compass Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 214 lbs.

**ABILITIES:** ***Sturdy*** — *One hit KO moves have no effect.*
***Magnet Pull*** — *Prevents Steel-type Pokémon from fleeing in battle.*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

## EVOLUTIONS

NOSEPASS DOES NOT EVOLVE

## WHERE/HOW TO CATCH

Granite Cave (use Rock Smash)

## STRONG AGAINST:

NORMAL
FIRE
POISON
FLYING

## WEAK AGAINST:

WATER
GRASS
FIGHTING
GROUND
STEEL

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 07 | Harden | Normal | — | — | 30 |
| 13 | Rock Throw | Rock | 50 | 90 | 15 |
| 16 | Block | Normal | — | 100 | 5 |
| 22 | Thunder Wave | Electric | — | 100 | 20 |
| 28 | Rock Slide | Rock | 75 | 90 | 10 |
| 31 | Sandstorm | Rock | — | — | 10 |
| 37 | Rest | Psychic | — | — | 10 |
| 43 | Zap Cannon | Electric | 100 | 50 | 5 |
| 46 | Lock-On | Normal | — | 100 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Magnitude | Ground | — | 100 | 30 |
| Rollout | Rock | 30 | 90 | 20 |
| Explosion | Normal | 250 | 100 | 5 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Explosion* | Normal | 250 | 100 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 061 Skitty™

NORMAL

**GENERAL INFO**
**SPECIES:** Kitten Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 24 lbs.
**ABILITY:** *Cute Charm*—*If opponent Pokémon is of the opposite gender, it may become infatuated.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Route 116

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| S | Tackle | Normal | 35 | 95 | 35 |
| 03 | Tail Whip | Normal | — | 100 | 30 |
| 07 | Attract | Normal | — | 100 | 15 |
| 13 | Sing | Normal | — | 55 | 15 |
| 15 | Doubleslap | Normal | 15 | 85 | 10 |
| 19 | Assist | Normal | — | 100 | 20 |
| 25 | Charm | Normal | — | 100 | 20 |
| 27 | Faint Attack | Dark | 60 | — | 20 |
| 31 | Covet | Normal | 40 | 100 | 40 |
| 37 | Heal Bell | Normal | — | — | 5 |
| 39 | Double-Edge | Normal | 120 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Helping Hand | Normal | — | 100 | 20 |
| Psych Up | Normal | — | — | 10 |
| Uproar | Normal | 50 | 100 | 10 |
| Fake Tears | Dark | — | 100 | 20 |
| Baton Pass | Normal | — | — | 40 |
| Substitute | Normal | — | — | 10 |
| Tickle | Normal | — | 100 | 20 |
| Wish | Normal | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 062 Delcatty™

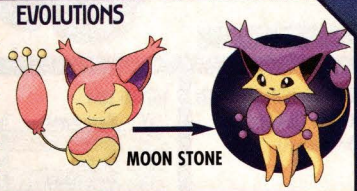
NORMAL

**GENERAL INFO**
**SPECIES:** Prim Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 72 lbs.
**ABILITY:** *Cute Charm*—*If opponent Pokémon is of the opposite gender, it may become infatuated.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Skitty with Moon Stone

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| S | Attract | Normal | — | 100 | 15 |
| S | Sing | Normal | — | 55 | 15 |
| S | Doubleslap | Normal | 15 | 85 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

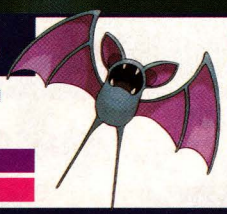
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 063 Zubat™

POISON
FLYING

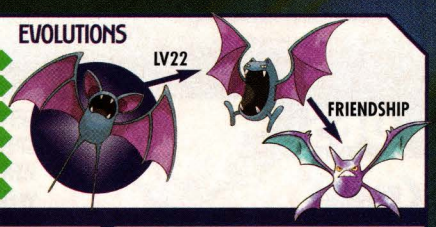


**GENERAL INFO**
**SPECIES:** Bat Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 17 lbs.
**ABILITY:** *Inner Focus*—
*Prevents the Pokémon from Flinching.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Granite Cave, Meteor Falls, Seafloor Cavern, Shoal Cave, and Victory Road

**STRONG AGAINST:**
GRASS
FIGHTING
POISON
GROUND
BUG

**WEAK AGAINST:**
ELECTRIC
ICE
PSYCHIC
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Leech Life | Bug | 20 | 100 | 15 |
| 06 | Astonish | Ghost | 30 | 100 | 15 |
| 11 | Supersonic | Normal | — | 55 | 20 |
| 16 | Bite | Dark | 60 | 100 | 25 |
| 21 | Wing Attack | Flying | 60 | 100 | 35 |
| 26 | Confuse Ray | Ghost | — | 100 | 10 |
| 31 | Air Cutter | Flying | 55 | 95 | 25 |
| 36 | Mean Look | Normal | — | 100 | 5 |
| 41 | Poison Fang | Poison | 50 | 100 | 15 |
| 46 | Haze | Ice | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Quick Attack | Normal | 40 | 100 | 30 |
| Pursuit | Dark | 40 | 100 | 20 |
| Faint Attack | Dark | 60 | — | 20 |
| Whirlwind | Normal | — | 100 | 20 |
| Curse | Normal | — | — | — |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 064 Golbat™

POISON
FLYING

**GENERAL INFO**
**SPECIES:** Bat Pokémon
**HEIGHT:** 5'3"
**WEIGHT:** 121 lbs.
**ABILITY:** *Inner Focus*—
*Prevents the Pokémon from Flinching.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 60 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 60 |
| SPEED | 66 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Zubat; Granite Cave, Meteor Falls, Seafloor Cavern, Shoal Cave, Sky Pillar, and Victory Road

**STRONG AGAINST:**
GRASS
FIGHTING
POISON
GROUND
BUG

**WEAK AGAINST:**
ELECTRIC
ICE
PSYCHIC
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Screech | Normal | — | 85 | 40 |
| S | Leech Life | Bug | 20 | 100 | 15 |
| S | Supersonic | Normal | — | 55 | 20 |
| S | Astonish | Ghost | 30 | 100 | 15 |
| 06 | Astonish | Ghost | 30 | 100 | 15 |
| 11 | Supersonic | Normal | — | 55 | 20 |
| 16 | Bite | Dark | 60 | 100 | 25 |
| 21 | Wing Attack | Flying | 60 | 100 | 35 |
| 28 | Confuse Ray | Ghost | — | 100 | 10 |
| 35 | Air Cutter | Flying | 55 | 95 | 25 |
| 42 | Mean Look | Normal | — | 100 | 5 |
| 49 | Poison Fang | Poison | 50 | 100 | 15 |
| 56 | Haze | Ice | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |
| TM49 | Snatch | Dark | — | 100 | 10 |

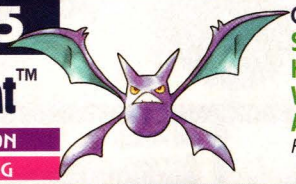
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 065 Crobat™

POISON
FLYING



**GENERAL INFO**
**SPECIES:** Bat Pokémon
**HEIGHT:** 5'11"
**WEIGHT:** 165 lbs.
**ABILITY:** ***Inner Focus***— *Prevents the Pokémon from Flinching.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 60 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 66 |
| SPEED | 100 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Golbat with Taming

**STRONG AGAINST:**
GRASS
FIGHTING
POISON
GROUND
BUG

**WEAK AGAINST:**
ELECTRIC
ICE
PSYCHIC
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Screech | Normal | — | 85 | 40 |
| S | Leech Life | Bug | 20 | 100 | 15 |
| S | Supersonic | Normal | — | 55 | 20 |
| S | Astonish | Ghost | 30 | 100 | 15 |
| 06 | Astonish | Ghost | 30 | 100 | 15 |
| 11 | Supersonic | Normal | — | 55 | 20 |
| 16 | Bite | Dark | 60 | 100 | 25 |
| 21 | Wing Attack | Flying | 60 | 100 | 35 |
| 28 | Confuse Ray | Ghost | — | 100 | 10 |
| 35 | Air Cutter | Flying | 55 | 95 | 25 |
| 42 | Mean Look | Normal | — | 100 | 5 |
| 49 | Poison Fang | Poison | 50 | 100 | 15 |
| 56 | Haze | Ice | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 066 Tentacool™

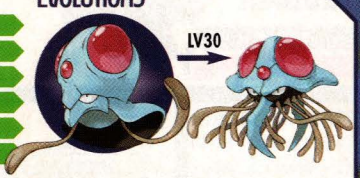
WATER
POISON

**GENERAL INFO**
**SPECIES:** Jellyfish Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 100 lbs.
**ABILITIES:** ***Clear Body***—*Moves that lower Ability values have no effect on the Pokémon.*
***Liquid Ooze***—*Pokémon inflicts damage on an opponent who uses HP-absorbing Moves.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
All water routes and water bodies in Hoenn

**STRONG AGAINST:**
FIRE
WATER
ICE
FIGHTING
POISON
BUG
STEEL

**WEAK AGAINST:**
ELECTRIC
GROUND
PSYCHIC

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Poison Sting | Poison | 15 | 100 | 35 |
| 06 | Supersonic | Normal | — | 55 | 20 |
| 12 | Constrict | Normal | 10 | 100 | 35 |
| 19 | Acid | Poison | 40 | 100 | 30 |
| 25 | Bubblebeam | Water | 65 | 100 | 20 |
| 30 | Wrap | Normal | 15 | 85 | 20 |
| 36 | Barrier | Psychic | — | — | 30 |
| 43 | Screech | Normal | — | 85 | 40 |
| 49 | Hydro Pump | Water | 120 | 80 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Mirror Coat | Psychic | — | 100 | 20 |
| Safeguard | Normal | — | — | 25 |
| Confuse Ray | Ghost | — | 100 | 10 |
| Aurora Beam | Ice | 65 | 100 | 20 |
| Rapid Spin | Normal | 20 | 100 | 40 |
| Haze | Ice | — | — | 30 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

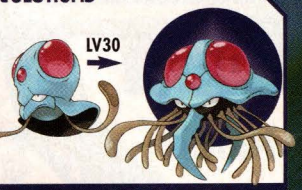
*Battle Frontier tutor move

## 067 Tentacruel™

WATER
POISON

### GENERAL INFO
**SPECIES:** Jellyfish Pokémon
**HEIGHT:** 5'3"
**WEIGHT:** 121 lbs.
**ABILITIES:** ***Clear Body***—*Moves that lower Ability values have no effect on the Pokémon.*
***Liquid Ooze***—*Pokémon inflicts damage on an opponent who uses HP-absorbing Moves.*

### STATS
| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 100 |
| SPEED | 100 |

### EVOLUTIONS



### WHERE/HOW TO CATCH
Evolve from Tentacool; Abandoned Ship (Super Rod)

### STRONG AGAINST:
FIRE
WATER
ICE
FIGHTING
POISON
BUG
STEEL

### WEAK AGAINST:
ELECTRIC
GROUND
PSYCHIC

### MOVES LIST
| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Poison Sting | Poison | 15 | 100 | 35 |
| S | Supersonic | Normal | — | 55 | 20 |
| S | Constrict | Normal | 10 | 100 | 35 |
| 06 | Supersonic | Normal | — | 55 | 20 |
| 12 | Constrict | Normal | 10 | 100 | 35 |
| 19 | Acid | Poison | 40 | 100 | 30 |
| 25 | Bubblebeam | Water | 65 | 100 | 20 |
| 30 | Wrap | Normal | 15 | 85 | 20 |
| 38 | Barrier | Psychic | — | — | 30 |
| 47 | Screech | Normal | — | 85 | 40 |
| 55 | Hydro Pump | Water | 120 | 80 | 5 |

### TM/HM LIST
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 068 Sableye™

DARK
GHOST

### GENERAL INFO
**SPECIES:** Darkness Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 24 lbs.
**ABILITY:** ***Keen Eye***—*Pokémon's Accuracy cannot be lowered.*

### STATS
| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

SABLEYE DOES NOT EVOLVE

### WHERE/HOW TO CATCH
Granite Cave, Sky Pillar, and Victory Road

### STRONG AGAINST:
NORMAL
FIGHTING
POISON
PSYCHIC

### WEAK AGAINST:
NONE

### MOVES LIST
| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Leer | Normal | — | 100 | 30 |
| S | Scratch | Normal | 40 | 100 | 35 |
| 05 | Foresight | Normal | — | 100 | 40 |
| 09 | Night Shade | Ghost | — | 100 | 15 |
| 13 | Astonish | Ghost | 30 | 100 | 15 |
| 17 | Fury Swipes | Normal | 18 | 80 | 15 |
| 21 | Fake Out | Normal | 40 | 100 | 10 |
| 25 | Detect | Fighting | — | — | 5 |
| 29 | Faint Attack | Dark | 60 | — | 20 |
| 33 | Knock Off | Dark | 20 | 100 | 20 |
| 37 | Confuse Ray | Ghost | — | 100 | 10 |
| 41 | Shadow Ball | Ghost | 80 | 100 | 15 |
| 45 | Mean Look | Normal | — | 100 | 5 |

### TM/HM LIST
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

### EGG MOVES
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Psych Up | Normal | — | — | 10 |
| Recover | Normal | — | — | 20 |
| Moonlight | Normal | — | — | 5 |

### MOVE TUTOR LIST
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 069 Mawile™

STEEL

### GENERAL INFO

**SPECIES:** Deceiver Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 25 lbs.
**ABILITIES:** ***Hyper Cutter*** *— Pokémon's Attack Power cannot be lowered.*
***Intimidate*** *— Lowers the opponent's Attack by one point at a battle's start.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

MAWILE DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Victory Road

### STRONG AGAINST:

NORMAL
GRASS
ICE
POISON
FLYING
PSYCHIC
BUG
ROCK
GHOST
DRAGON
DARK
STEEL

### WEAK AGAINST:

FIRE
FIGHTING
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Astonish | Ghost | 30 | 100 | 15 |
| 06 | Fake Tears | Dark | — | 100 | 20 |
| 11 | Bite | Dark | 60 | 100 | 25 |
| 16 | Sweet Scent | Normal | — | 100 | 20 |
| 21 | Vicegrip | Normal | 55 | 100 | 30 |
| 26 | Faint Attack | Dark | 60 | — | 20 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 31 | Baton Pass | Normal | — | — | 40 |
| 36 | Crunch | Dark | 80 | 100 | 15 |
| 41 | Iron Defense | Steel | — | — | 15 |
| 46 | Stockpile | Normal | — | — | 10 |
| 46 | Swallow | Normal | — | — | 10 |
| 46 | Spit Up | Normal | 100 | 100 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Swords Dance | Normal | — | — | 30 |
| False Swipe | Normal | 40 | 100 | 40 |
| Poison Fang | Poison | 50 | 100 | 15 |
| Psych Up | Normal | — | — | 10 |
| Ancientpower | Rock | 60 | 100 | 5 |
| Tickle | Normal | — | 100 | 20 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 070 Aron™

STEEL
ROCK

### GENERAL INFO

**SPECIES:** Iron Armor Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 132 lbs.
**ABILITIES:** ***Sturdy*** *— One hit KO moves have no effect.*
***Rock Head*** *— Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Granite Cave, Victory Road

### STRONG AGAINST:

NORMAL
ICE
POISON
FLYING
PSYCHIC
BUG
ROCK
GHOST
DRAGON
DARK

### WEAK AGAINST:

WATER
FIGHTING
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 04 | Harden | Normal | — | — | 30 |
| 07 | Mud-Slap | Ground | 20 | 100 | 10 |
| 10 | Headbutt | Normal | 70 | 100 | 15 |
| 13 | Metal Claw | Steel | 50 | 95 | 35 |
| 17 | Iron Defense | Steel | — | — | 15 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 21 | Roar | Normal | — | 100 | 20 |
| 25 | Take Down | Normal | 90 | 85 | 20 |
| 29 | Iron Tail | Steel | 100 | 75 | 15 |
| 34 | Protect | Normal | — | — | 10 |
| 39 | Metal Sound | Steel | — | 85 | 40 |
| 44 | Double-Edge | Normal | 120 | 100 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Endeavor | Normal | — | 100 | 5 |
| Body Slam | Normal | 85 | 100 | 15 |
| Stomp | Normal | 65 | 100 | 20 |
| Smellingsalt | Normal | 60 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 071 Lairon™

STEEL
ROCK

### GENERAL INFO

**SPECIES:** Iron Armor Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 265 lbs.
**ABILITIES:** ***Sturdy*** *— One hit KO moves have no effect.*
***Rock Head*** *— Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Aron; Victory Road

### STRONG AGAINST:

NORMAL
ICE
POISON
FLYING
PSYCHIC
BUG
ROCK
GHOST
DRAGON
DARK

### WEAK AGAINST:

WATER
FIGHTING
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Harden | Normal | — | — | 30 |
| S | Mud-Slap | Ground | 20 | 100 | 10 |
| S | Headbutt | Normal | 70 | 100 | 15 |
| 04 | Harden | Normal | — | — | 30 |
| 07 | Mud-Slap | Ground | 20 | 100 | 10 |
| 10 | Headbutt | Normal | 70 | 100 | 15 |
| 13 | Metal Claw | Steel | 50 | 95 | 35 |
| 17 | Iron Defense | Steel | — | — | 15 |
| 21 | Roar | Normal | — | 100 | 20 |
| 25 | Take Down | Normal | 90 | 85 | 20 |
| 29 | Iron Tail | Steel | 100 | 75 | 15 |
| 37 | Protect | Normal | — | — | 10 |
| 45 | Metal Sound | Steel | — | 85 | 40 |
| 53 | Double-Edge | Normal | 120 | 100 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 072 Aggron™

STEEL
ROCK

### GENERAL INFO

**SPECIES:** Iron Armor Pokémon
**HEIGHT:** 6'11"
**WEIGHT:** 794 lbs.
**ABILITIES:** ***Sturdy*** *— One hit KO moves have no effect.*
***Rock Head*** *— Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 100 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Lairon

### STRONG AGAINST:

NORMAL
ICE
POISON
FLYING
PSYCHIC
BUG
ROCK
GHOST
DRAGON
DARK

### WEAK AGAINST:

WATER
FIGHTING
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Harden | Normal | — | — | 30 |
| S | Mud-Slap | Ground | 20 | 100 | 10 |
| S | Headbutt | Normal | 70 | 100 | 15 |
| 04 | Harden | Normal | — | — | 30 |
| 07 | Mud-Slap | Ground | 20 | 100 | 10 |
| 10 | Headbutt | Normal | 70 | 100 | 15 |
| 13 | Metal Claw | Steel | 50 | 95 | 35 |
| 17 | Iron Defense | Steel | — | — | 15 |
| 21 | Roar | Normal | — | 100 | 20 |
| 25 | Take Down | Normal | 90 | 85 | 20 |
| 29 | Iron Tail | Steel | 100 | 75 | 15 |
| 37 | Protect | Normal | — | — | 10 |
| 50 | Metal Sound | Steel | — | 85 | 40 |
| 63 | Double-Edge | Normal | 120 | 100 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 073 Machop™

FIGHTING

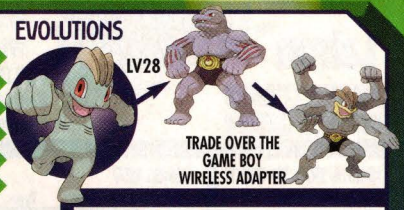
## GENERAL INFO

**SPECIES:** Superpower Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 43 lbs.
**ABILITY:** ***Guts***—*The Pokémon's Attack Power rises 1.5x when inflicted with a Status condition.*

## STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 30 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Fiery Path

## STRONG AGAINST:

BUG
ROCK
DARK

## WEAK AGAINST:

FLYING
PSYCHIC

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Low Kick | Fighting | — | 100 | 20 |
| S | Leer | Normal | — | 100 | 30 |
| 07 | Focus Energy | Normal | — | — | 30 |
| 13 | Karate Chop | Fighting | 50 | 100 | 25 |
| 19 | Seismic Toss | Fighting | — | 100 | 20 |
| 22 | Foresight | Normal | — | 100 | 40 |
| 25 | Revenge | Fighting | 60 | 100 | 10 |
| 31 | Vital Throw | Fighting | 70 | 100 | 10 |
| 37 | Submission | Fighting | 80 | 80 | 25 |
| 40 | Cross Chop | Fighting | 100 | 80 | 5 |
| 43 | Scary Face | Normal | — | 90 | 10 |
| 49 | Dynamicpunch | Fighting | 100 | 50 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Light Screen | Psychic | — | — | 30 |
| Meditate | Psychic | — | — | 40 |
| Encore | Normal | — | 100 | 5 |
| Smellingsalt | Normal | 60 | 100 | 10 |
| Counter | Fighting | — | 100 | 20 |
| Rock Slide | Rock | 75 | 90 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 074 Machoke™

FIGHTING

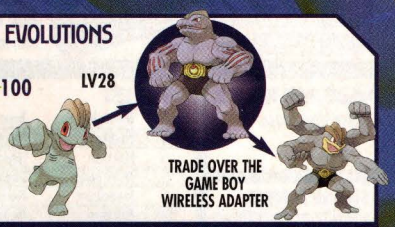
## GENERAL INFO

**SPECIES:** Superpower Pokémon
**HEIGHT:** 4'1"
**WEIGHT:** 155 lbs.
**ABILITY:** ***Guts***—*The Pokémon's Attack Power rises 1.5x when inflicted with a Status condition.*

## STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 30 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Fiery Path

## STRONG AGAINST:

BUG
ROCK
DARK

## WEAK AGAINST:

FLYING
PSYCHIC

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Low Kick | Fighting | — | 100 | 20 |
| S | Leer | Normal | — | 100 | 30 |
| S | Focus Energy | Normal | — | — | 30 |
| 07 | Focus Energy | Normal | — | — | 30 |
| 13 | Karate Chop | Fighting | 50 | 100 | 25 |
| 19 | Seismic Toss | Fighting | — | 100 | 20 |
| 22 | Foresight | Normal | — | 100 | 40 |
| 25 | Revenge | Fighting | 60 | 100 | 10 |
| 33 | Vital Throw | Fighting | 70 | 100 | 10 |
| 41 | Submission | Fighting | 80 | 80 | 25 |
| 46 | Cross Chop | Fighting | 100 | 80 | 5 |
| 51 | Scary Face | Normal | — | 90 | 10 |
| 59 | Dynamicpunch | Fighting | 100 | 50 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 075 Machamp™

FIGHTING

## GENERAL INFO

**SPECIES:** Superpower Pokémon
**HEIGHT:** 5'3"
**WEIGHT:** 287 lbs.
**ABILITY:** ***Guts***—*The Pokémon's Attack Power rises 1.5x when inflicted with a Status condition.*

## STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 60 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 60 |
| SPEED | 33 |

## EVOLUTIONS

## WHERE/HOW TO CATCH

Evolve from Machoke via Game Boy Wireless Adapter

## STRONG AGAINST:

BUG
ROCK
DARK

## WEAK AGAINST:

FLYING
PSYCHIC

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Low Kick | Fighting | — | 100 | 20 |
| S | Leer | Normal | — | 100 | 30 |
| S | Focus Energy | Normal | — | — | 30 |
| 07 | Focus Energy | Normal | — | — | 30 |
| 13 | Karate Chop | Fighting | 50 | 100 | 25 |
| 19 | Seismic Toss | Fighting | — | 100 | 20 |
| 22 | Foresight | Normal | — | 100 | 40 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 25 | Revenge | Fighting | 60 | 100 | 10 |
| 33 | Vital Throw | Fighting | 70 | 100 | 10 |
| 41 | Submission | Fighting | 80 | 80 | 25 |
| 46 | Cross Chop | Fighting | 100 | 80 | 5 |
| 51 | Scary Face | Normal | — | 90 | 10 |
| 59 | Dynamicpunch | Fighting | 100 | 50 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

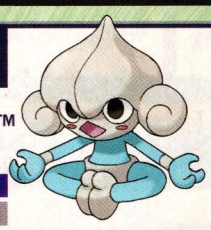
## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge* | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 076 Meditite™

FIGHTING
PSYCHIC



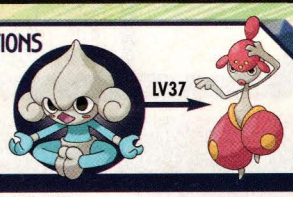
## GENERAL INFO

**SPECIES:** Meditate Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 25 lbs.
**ABILITY:** ***Pure Power***—*Increases the Pokémon's Attack Power in battle.*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Must trade from *Pokémon Ruby* or *Pokémon Colosseum*

## STRONG AGAINST:

FIGHTING
ROCK

## WEAK AGAINST:

FLYING
GHOST

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bide | Normal | — | 100 | 10 |
| 04 | Meditate | Psychic | — | — | 40 |
| 09 | Confusion | Psychic | 50 | 100 | 25 |
| 12 | Detect | Fighting | — | — | 5 |
| 18 | Hidden Power | Normal | — | 100 | 15 |
| 25 | Mind Reader | Normal | — | 100 | 5 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 28 | Calm Mind | Psychic | — | — | 20 |
| 33 | Hi Jump Kick | Fighting | 85 | 90 | 20 |
| 36 | Psych Up | Normal | — | — | 10 |
| 41 | Reversal | Fighting | — | 100 | 15 |
| 44 | Recover | Normal | — | — | 20 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Fire Punch | Fire | 75 | 100 | 15 |
| Thunderpunch | Electric | 75 | 100 | 15 |
| Ice Punch | Ice | 75 | 100 | 15 |
| Foresight | Normal | — | 100 | 40 |
| Fake Out | Normal | 40 | 100 | 10 |
| Baton Pass | Normal | — | — | 40 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 077 Medicham™

FIGHTING
PSYCHIC

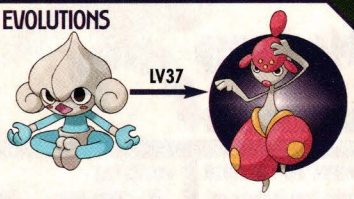
## GENERAL INFO

**SPECIES:** Meditate Pokémon
**HEIGHT:** 4'3"
**WEIGHT:** 69 lbs.
**ABILITY:** ***Pure Power*** — *Increases the Pokémon's Attack Power in battle.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Evolve from Meditite; must trade from *Pokémon Ruby* or *Pokémon Colosseum*

## STRONG AGAINST:

FIGHTING
ROCK

## WEAK AGAINST:

FLYING
GHOST

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Fire Punch | Fire | 75 | 100 | 15 |
| S | Thunderpunch | Electric | 75 | 100 | 15 |
| S | Ice Punch | Ice | 75 | 100 | 15 |
| S | Bide | Normal | — | 100 | 10 |
| S | Meditate | Psychic | — | — | 40 |
| S | Confusion | Psychic | 50 | 100 | 25 |
| S | Detect | Fighting | — | — | 5 |
| 04 | Meditate | Psychic | — | — | 40 |
| 09 | Confusion | Psychic | 50 | 100 | 25 |
| 12 | Detect | Fighting | — | — | 5 |
| 17 | Hidden Power | Normal | — | 100 | 15 |
| 25 | Mind Reader | Normal | — | 100 | 5 |
| 28 | Calm Mind | Psychic | — | — | 20 |
| 33 | Hi Jump Kick | Fighting | 85 | 90 | 20 |
| 36 | Psych Up | Normal | — | — | 10 |
| 44 | Reversal | Fighting | — | 100 | 15 |
| 56 | Recover | Normal | — | — | 20 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 078 Electrike™

ELECTRIC

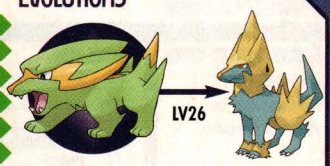
## GENERAL INFO

**SPECIES:** Lightning Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 34 lbs.
**ABILITIES:** ***Static*** — *Gives the Pokémon's Physical Attacks a 30 percent chance of inflicting Paralysis on the opponent.*
***Lightningrod*** — *Draws Electric-type Moves to itself.*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Routes 110 and 118

## STRONG AGAINST:

ELECTRIC
FLYING
STEEL

## WEAK AGAINST:

GROUND

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 04 | Thunder Wave | Electric | — | 100 | 20 |
| 09 | Leer | Normal | — | 100 | 30 |
| 12 | Howl | Normal | — | — | 40 |
| 17 | Quick Attack | Normal | 40 | 100 | 30 |
| 20 | Spark | Electric | 65 | 100 | 20 |
| 25 | Odor Sleuth | Normal | — | 100 | 40 |
| 28 | Roar | Normal | — | 100 | 20 |
| 33 | Bite | Dark | 60 | 100 | 25 |
| 36 | Thunder | Electric | 120 | 70 | 10 |
| 41 | Charge | Electric | — | 100 | 20 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Crunch | Dark | 80 | 100 | 15 |
| Curse | — | — | — | 10 |
| Headbutt | Normal | 70 | 100 | 15 |
| Swift | Normal | 60 | — | 20 |
| Uproar | Normal | 50 | 100 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 079 Manectric™

ELECTRIC

### GENERAL INFO

**SPECIES:** Discharge Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 89 lbs.
**ABILITIES:** ***Static*** *— Gives the Pokémon's Physical Attacks a 30 percent chance of inflicting Paralysis on the opponent.*
***Lightningrod*** *— Draws Electric-type Moves to itself.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Electrike; Route 118

### STRONG AGAINST:

ELECTRIC
FLYING
STEEL

### WEAK AGAINST:

GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Thunder Wave | Electric | — | 100 | 20 |
| S | Leer | Normal | — | 100 | 30 |
| S | Howl | Normal | — | — | 40 |
| 04 | Thunder Wave | Electric | — | 100 | 20 |
| 09 | Leer | Normal | — | 100 | 30 |
| 12 | Howl | Normal | — | — | 40 |
| 17 | Quick Attack | Normal | 40 | 100 | 30 |
| 20 | Spark | Electric | 65 | 100 | 20 |
| 25 | Odor Sleuth | Normal | — | 100 | 40 |
| 31 | Roar | Normal | — | 100 | 20 |
| 39 | Bite | Dark | 60 | 100 | 25 |
| 45 | Thunder | Electric | 120 | 70 | 10 |
| 53 | Charge | Electric | — | 100 | 20 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 080 Plusle™

ELECTRIC

### GENERAL INFO

**SPECIES:** Cheering Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 9 lbs.
**ABILITY:** ***Plus*** *— Increases Special Attack 1.5x when faced with a Pokémon with the Minus Ability in battle.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

### EVOLUTIONS

PLUSLE DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Route 110

### STRONG AGAINST:

ELECTRIC
FLYING
STEEL

### WEAK AGAINST:

GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| 04 | Thunder Wave | Electric | — | 100 | 20 |
| 10 | Quick Attack | Normal | 40 | 100 | 30 |
| 13 | Helping Hand | Normal | — | 100 | 20 |
| 19 | Spark | Electric | 65 | 100 | 20 |
| 22 | Encore | Normal | — | 100 | 5 |
| 28 | Fake Tears | Dark | — | 100 | 20 |
| 31 | Charge | Electric | — | 100 | 20 |
| 37 | Thunder | Electric | 120 | 70 | 10 |
| 40 | Baton Pass | Normal | — | — | 40 |
| 47 | Agility | Psychic | — | — | 30 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Substitute | Normal | — | — | 10 |
| Wish | Normal | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 081 Minun™

ELECTRIC

### GENERAL INFO

**SPECIES:** Cheering Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 9 lbs.
**ABILITY:** ***Minus*** — *Increases Special Attack 1.5x when faced with a Pokémon with the Plus Ability in battle.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

### EVOLUTIONS

MINUN DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Route 110

### STRONG AGAINST:

ELECTRIC
FLYING
STEEL

### WEAK AGAINST:

GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| 04 | Thunder Wave | Electric | — | 100 | 20 |
| 10 | Quick Attack | Normal | 40 | 100 | 30 |
| 13 | Helping Hand | Normal | — | 100 | 20 |
| 19 | Spark | Electric | 65 | 100 | 20 |
| 22 | Encore | Normal | — | 100 | 5 |
| 28 | Charm | Normal | — | 100 | 20 |
| 31 | Charge | Electric | — | 100 | 20 |
| 37 | Thunder | Electric | 120 | 70 | 10 |
| 40 | Baton Pass | Normal | — | — | 40 |
| 47 | Agility | Psychic | — | — | 30 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Substitute | Normal | — | — | 10 |
| Wish | Normal | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 082 Magnemite™

ELECTRIC
STEEL

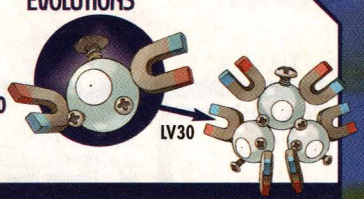
### GENERAL INFO

**SPECIES:** Magnet Pokémon
**HEIGHT:** 1'0"
**WEIGHT:** 13 lbs.
**ABILITIES:** ***Magnet Pull*** — *Prevents Steel-type Pokémon from fleeing in battle.*
***Sturdy*** — *One hit KO moves have no effect.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 66 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 30 |
| SPEED | 33 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

New Mauville

### STRONG AGAINST:

NORMAL
ELECTRIC
GRASS
ICE
POISON
FLYING
PSYCHIC
BUG
ROCK
GHOST
DRAGON
DARK
STEEL

### WEAK AGAINST:

FIRE
FIGHTING
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Metal Sound | Steel | — | 85 | 40 |
| S | Tackle | Normal | 35 | 95 | 35 |
| 06 | Thundershock | Electric | 40 | 100 | 30 |
| 11 | Supersonic | Normal | — | 55 | 20 |
| 16 | Sonicboom | Normal | — | 90 | 20 |
| 21 | Thunder Wave | Electric | — | 100 | 20 |
| 26 | Spark | Electric | 65 | 100 | 20 |
| 32 | Lock-On | Normal | — | 100 | 5 |
| 38 | Swift | Normal | 60 | — | 20 |
| 44 | Screech | Normal | — | 85 | 40 |
| 50 | Zap Cannon | Electric | 100 | 50 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

### EGG MOVES

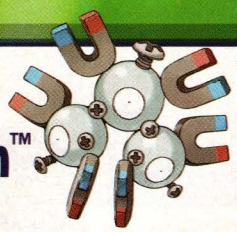
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 083 Magneton™



ELECTRIC
STEEL

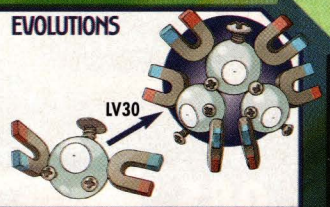
## GENERAL INFO

**SPECIES:** Magnet Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 132 lbs.
**ABILITIES:** ***Magnet Pull*** — *Prevents Steel-type Pokémon from fleeing in battle.*
***Sturdy*** — *One hit KO moves have no effect.*

## STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Evolve from Magnemite; New Mauville

## STRONG AGAINST:

NORMAL
ELECTRIC
GRASS
ICE
POISON
FLYING
PSYCHIC
BUG
ROCK
GHOST
DRAGON
DARK
STEEL

## WEAK AGAINST:

FIRE
FIGHTING
GROUND

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Metal Sound | Steel | — | 85 | 40 |
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Thundershock | Electric | 40 | 100 | 30 |
| S | Supersonic | Normal | — | 55 | 20 |
| 06 | Thundershock | Electric | 40 | 100 | 30 |
| 11 | Supersonic | Normal | — | 55 | 20 |
| 16 | Sonicboom | Normal | — | 90 | 20 |
| 21 | Thunder Wave | Electric | — | 100 | 20 |
| 26 | Spark | Electric | 65 | 100 | 20 |
| 35 | Lock-On | Normal | — | 100 | 5 |
| 44 | Tri Attack | Normal | 80 | 100 | 10 |
| 53 | Screech | Normal | — | 85 | 40 |
| 62 | Zap Cannon | Electric | 100 | 50 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 084 Voltorb™

ELECTRIC

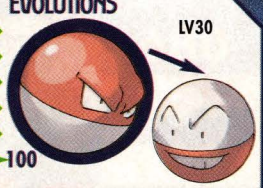
## GENERAL INFO

**SPECIES:** Ball Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 23 lbs.
**ABILITIES:** ***Soundproof*** — *Pokémon is unaffected by loud moves such as Roar and Sing.*
***Static*** — *Gives the Pokémon's Physical Attacks a 30 percent chance of inflicting Paralysis on the opponent.*

## STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 33 |
| SPEED | 100 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

New Mauville

## STRONG AGAINST:

ELECTRIC
FLYING
STEEL

## WEAK AGAINST:

GROUND

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Charge | Electric | — | 100 | 20 |
| S | Tackle | Normal | 35 | 95 | 35 |
| 08 | Screech | Normal | — | 85 | 40 |
| 15 | Sonicboom | Normal | — | 90 | 20 |
| 21 | Spark | Electric | 65 | 100 | 20 |
| 27 | Selfdestruct | Normal | 200 | 100 | 5 |
| 32 | Rollout | Rock | 30 | 90 | 20 |
| 37 | Light Screen | Psychic | — | — | 30 |
| 42 | Swift | Normal | 60 | — | 20 |
| 46 | Explosion | Normal | 250 | 100 | 5 |
| 49 | Mirror Coat | Psychic | — | 100 | 20 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 085 Electrode™

ELECTRIC

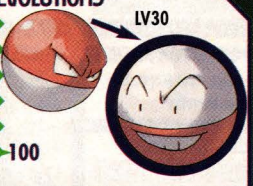
### GENERAL INFO

**SPECIES:** Ball Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 147 lbs.
**ABILITIES:** ***Soundproof*** — *Pokémon is unaffected by loud moves such as Roar and Sing.*
***Static*** — *Gives the Pokémon's Physical Attacks a 30 percent chance of inflicting Paralysis on the opponent.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 100 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Voltorb; New Mauville

### STRONG AGAINST:

ELECTRIC
FLYING
STEEL

### WEAK AGAINST:

GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Charge | Electric | — | 100 | 20 |
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Screech | Normal | — | 85 | 40 |
| S | Sonicboom | Normal | — | 90 | 20 |
| 08 | Screech | Normal | — | 85 | 40 |
| 15 | Sonicboom | Normal | — | 90 | 20 |
| 21 | Spark | Electric | 65 | 100 | 20 |
| 27 | Selfdestruct | Normal | 200 | 100 | 5 |
| 34 | Rollout | Rock | 30 | 90 | 20 |
| 41 | Light Screen | Psychic | — | — | 30 |
| 48 | Swift | Normal | 60 | — | 20 |
| 54 | Explosion | Normal | 250 | 100 | 5 |
| 59 | Mirror Coat | Psychic | — | 100 | 20 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 086 Volbeat™

BUG

### GENERAL INFO

**SPECIES:** Firefly Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 39 lbs.
**ABILITIES:** ***Illuminate*** — *Increases the chance of encountering wild Pokémon.*
***Swarm*** — *When the Pokémon's HP falls below 1/3, the power of Bug-type Moves increases 1.5x.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

### EVOLUTIONS

VOLBEAT DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Route 117

### STRONG AGAINST:

GRASS
FIGHTING
GROUND

### WEAK AGAINST:

FIRE
FLYING
ROCK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 05 | Confuse Ray | Ghost | — | 100 | 10 |
| 09 | Double Team | Normal | — | — | 15 |
| 13 | Moonlight | Normal | — | — | 5 |
| 17 | Quick Attack | Normal | 40 | 100 | 30 |
| 21 | Tail Glow | Bug | — | 100 | 20 |
| 25 | Signal Beam | Bug | 75 | 100 | 15 |
| 29 | Protect | Normal | — | — | 10 |
| 33 | Helping Hand | Normal | — | 100 | 20 |
| 37 | Double-Edge | Normal | 120 | 100 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Baton Pass | Normal | — | — | 40 |
| Silver Wind | Bug | 60 | 100 | 5 |
| Trick | Psychic | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 087 Illumise™

BUG

**GENERAL INFO**
**SPECIES:** Firefly Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 39 lbs.
**ABILITY:** ***Oblivious*** *— Pokémon is not affected by the Attract condition.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**

ILLUMISE DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Route 117

**STRONG AGAINST:**
GRASS
FIGHTING
GROUND

**WEAK AGAINST:**
FIRE
FLYING
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 05 | Sweet Scent | Normal | — | 100 | 20 |
| 09 | Charm | Normal | — | 100 | 20 |
| 13 | Moonlight | Normal | — | — | 5 |
| 17 | Quick Attack | Normal | 40 | 100 | 30 |
| 21 | Wish | Normal | — | 100 | 10 |
| 25 | Encore | Normal | — | 100 | 5 |
| 29 | Flatter | Dark | — | 100 | 15 |
| 33 | Helping Hand | Normal | — | 100 | 20 |
| 37 | Covet | Normal | 40 | 100 | 40 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Baton Pass | Normal | — | — | 40 |
| Silver Wind | Bug | 60 | 100 | 5 |
| Growth | Normal | — | — | 40 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 088 Oddish™

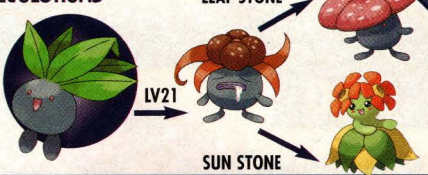
GRASS
POISON

**GENERAL INFO**
**SPECIES:** Weed Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 12 lbs.
**ABILITY:** ***Chlorophyll*** *— Doubles the Pokémon's Speed when it is sunny.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 60 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Routes 110, 117, 119, 120, 121, and 123; Safari Zone

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
FIGHTING

**WEAK AGAINST:**
FIRE
ICE
FLYING
PSYCHIC

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Absorb | Grass | 20 | 100 | 20 |
| 07 | Sweet Scent | Normal | — | 100 | 20 |
| 14 | Poisonpowder | Poison | — | 75 | 35 |
| 16 | Stun Spore | Grass | — | 75 | 30 |
| 18 | Sleep Powder | Grass | — | 75 | 15 |
| 23 | Acid | Poison | 40 | 100 | 30 |
| 32 | Moonlight | Normal | — | — | 5 |
| 39 | Petal Dance | Grass | 70 | 100 | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Razor Leaf | Grass | 55 | 95 | 25 |
| Flail | Normal | — | 100 | 15 |
| Synthesis | Grass | — | — | 5 |
| Charm | Normal | — | 100 | 20 |
| Ingrain | Grass | — | 100 | 20 |
| Swords Dance | Normal | — | — | 30 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 089 Gloom™

GRASS
POISON

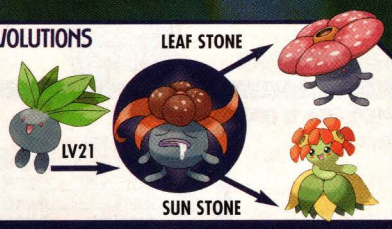
### GENERAL INFO

**SPECIES:** Weed Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 19 lbs.
**ABILITY:** *Chlorophyll*— *Doubles the Pokémon's Speed when it is sunny.*

### STATS

| | |
|---|---|
| HP | 30 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 33 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Oddish; Routes 121 and 123, Safari Zone

### STRONG AGAINST:

WATER
ELECTRIC
GRASS
FIGHTING

### WEAK AGAINST:

FIRE
ICE
FLYING
PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Absorb | Grass | 20 | 100 | 20 |
| S | Sweet Scent | Normal | — | 100 | 20 |
| S | Poisonpowder | Poison | — | 75 | 35 |
| 07 | Sweet Scent | Normal | — | 100 | 20 |
| 14 | Poisonpowder | Poison | — | 75 | 35 |
| 16 | Stun Spore | Grass | — | 75 | 30 |
| 18 | Sleep Powder | Grass | — | 75 | 15 |
| 24 | Acid | Poison | 40 | 100 | 30 |
| 35 | Moonlight | Normal | — | — | 5 |
| 44 | Petal Dance | Grass | 70 | 100 | 20 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 090 Vileplume™

GRASS
POISON

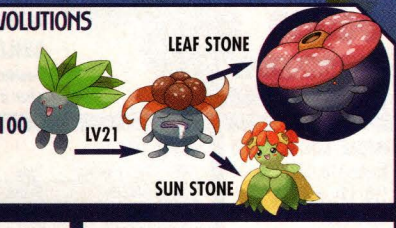
### GENERAL INFO

**SPECIES:** Flower Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 41 lbs.
**ABILITY:** *Chlorophyll*— *Doubles the Pokémon's Speed when it is sunny.*

### STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 66 |
| SPEED | 33 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Gloom with Leaf Stone

### STRONG AGAINST:

WATER
ELECTRIC
GRASS
FIGHTING

### WEAK AGAINST:

FIRE
ICE
FLYING
PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Absorb | Grass | 20 | 100 | 20 |
| S | Aromatherapy | Grass | — | — | 5 |
| S | Stun Spore | Grass | — | 75 | 30 |
| S | Mega Drain | Grass | 40 | 100 | 10 |
| 44 | Petal Dance | Grass | 70 | 100 | 20 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 091 Bellossom™

GRASS

**GENERAL INFO**
**SPECIES:** Flower Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 13 lbs.
**ABILITY:** ***Chlorophyll*** — *Doubles the Pokémon's Speed when it is sunny.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 45 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 60 |
| SPEED | 33 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Gloom with Sun Stone

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
GROUND

**WEAK AGAINST:**
FIRE
ICE
POISON
FLYING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Absorb | Grass | 20 | 100 | 20 |
| S | Sweet Scent | Normal | — | 100 | 20 |
| S | Stun Spore | Grass | — | 75 | 30 |
| S | Magical Leaf | Grass | 60 | — | 20 |
| 44 | Petal Dance | Grass | 70 | 100 | 20 |
| 55 | Solarbeam | Grass | 120 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 092 Doduo™

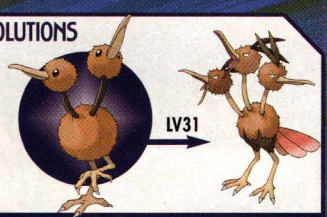
NORMAL
FLYING

**GENERAL INFO**
**SPECIES:** Twin Bird Pokémon
**HEIGHT:** 4'7"
**WEIGHT:** 86 lbs.
**ABILITIES:** ***Run Away*** — *Pokémon can flee from battle (except Trainer battles).*
***Early Bird*** — *The Pokémon recovers from Sleep earlier.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 30 |
| SPEED | 66 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Safari Zone

**STRONG AGAINST:**
GRASS
GROUND
BUG
GHOST

**WEAK AGAINST:**
ELECTRIC
ICE
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| 09 | Pursuit | Dark | 40 | 100 | 20 |
| 13 | Fury Attack | Normal | 15 | 85 | 20 |
| 21 | Tri Attack | Normal | 80 | 100 | 10 |
| 25 | Rage | Normal | 20 | 100 | 20 |
| 33 | Uproar | Normal | 50 | 100 | 10 |
| 37 | Drill Peck | Flying | 80 | 100 | 20 |
| 45 | Agility | Psychic | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Quick Attack | Normal | 40 | 100 | 30 |
| Supersonic | Normal | — | 55 | 20 |
| Haze | Ice | — | — | 30 |
| Endeavor | Normal | — | 100 | 5 |
| Faint Attack | Dark | 60 | — | 20 |
| Flail | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 093 Dodrio™

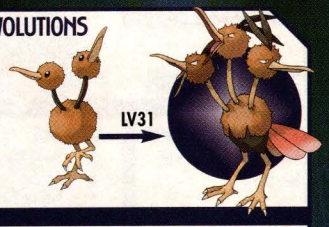
NORMAL
FLYING

**GENERAL INFO**
**SPECIES:** Triple Bird Pokémon
**HEIGHT:** 5'11"
**WEIGHT:** 188 lbs.
**ABILITIES:** ***Run Away*** — *Pokémon can flee from battle (except Trainer battles).*
***Early Bird*** — *The Pokémon recovers from Sleep earlier.*

**STATS**

| | |
|---|---|
| HP | 30 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 30 |
| SPEED | 100 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Doduo; Safari Zone

**STRONG AGAINST:**
GRASS
GROUND
BUG
GHOST

**WEAK AGAINST:**
ELECTRIC
ICE
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| S | Pursuit | Dark | 40 | 100 | 20 |
| S | Fury Attack | Normal | 15 | 85 | 20 |
| 09 | Pursuit | Dark | 40 | 100 | 20 |
| 13 | Fury Attack | Normal | 15 | 85 | 20 |
| 21 | Tri Attack | Normal | 80 | 100 | 10 |
| 25 | Rage | Normal | 20 | 100 | 20 |
| 38 | Uproar | Normal | 50 | 100 | 10 |
| 47 | Drill Peck | Flying | 80 | 100 | 20 |
| 60 | Agility | Psychic | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 094 Roselia™

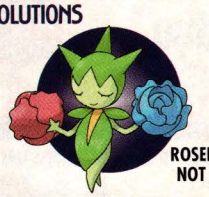
GRASS
POISON

**GENERAL INFO**
**SPECIES:** Thorn Pokémon
**HEIGHT:** 1'0"
**WEIGHT:** 4 lbs.
**ABILITIES:** ***Natural Cure*** — *Any negative Status conditions are automatically healed when you remove the Pokémon from battle.*
***Poison Point*** — *Gives the Pokémon's Physical Attacks a 30 percent chance of Poisoning the opponent.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**



ROSELIA DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Must trade from *Pokémon Ruby*

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
FIGHTING

**WEAK AGAINST:**
FIRE
ICE
FLYING
PSYCHIC

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Absorb | Grass | 20 | 100 | 20 |
| 05 | Growth | Normal | — | — | 40 |
| 09 | Poison Sting | Poison | 15 | 100 | 35 |
| 13 | Stun Spore | Grass | — | 75 | 30 |
| 17 | Mega Drain | Grass | 40 | 100 | 10 |
| 21 | Leech Seed | Grass | — | 90 | 10 |
| 25 | Magical Leaf | Grass | 60 | — | 20 |
| 29 | Grasswhistle | Grass | — | 55 | 15 |
| 33 | Giga Drain | Grass | 60 | 100 | 5 |
| 37 | Sweet Scent | Normal | — | 100 | 20 |
| 41 | Ingrain | Grass | — | 100 | 20 |
| 45 | Toxic | Poison | — | 85 | 10 |
| 49 | Petal Dance | Grass | 70 | 100 | 20 |
| 53 | Aromatherapy | Grass | — | — | 5 |
| 57 | Synthesis | Grass | — | — | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Spikes | Ground | — | — | 20 |
| Pin Missile | Bug | 14 | 85 | 20 |
| Cotton Spore | Grass | — | 85 | 40 |
| Synthesis | Grass | — | — | 5 |

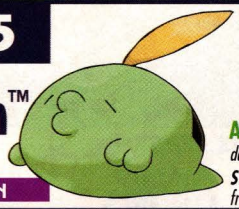
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 095 Gulpin™

POISON



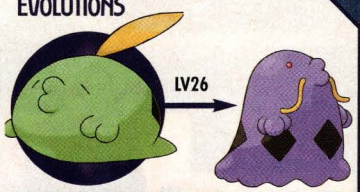
### GENERAL INFO

**SPECIES:** Stomach Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 23 lbs.
**ABILITIES:** ***Liquid Ooze*** — *Pokémon inflicts damage on an opponent who uses HP-absorbing Moves.*
***Sticky Hold*** — *Protects the Pokémon's Held Item from Theft.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Route 110

### STRONG AGAINST:

GRASS
FIGHTING
POISON
BUG

### WEAK AGAINST:

GROUND
PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| 06 | Yawn | Normal | — | 100 | 10 |
| 09 | Poison Gas | Poison | — | 55 | 40 |
| 14 | Sludge | Poison | 65 | 100 | 20 |
| 17 | Amnesia | Psychic | — | — | 20 |
| 23 | Encore | Normal | — | 100 | 5 |
| 28 | Toxic | Poison | — | 85 | 10 |
| 34 | Stockpile | Normal | — | — | 10 |
| 34 | Spit Up | Normal | 100 | 100 | 10 |
| 34 | Swallow | Normal | — | — | 10 |
| 39 | Sludge Bomb | Poison | 90 | 100 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM49 | Snatch | Dark | — | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Dream Eater | Psychic | 100 | 100 | 15 |
| Acid Armor | Poison | — | — | 40 |
| Smog | Poison | 20 | 70 | 20 |
| Pain Split | Normal | — | 100 | 20 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 096 Swalot™

POISON

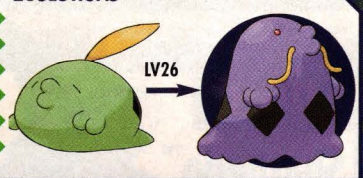
### GENERAL INFO

**SPECIES:** Poison Bag Pokémon
**HEIGHT:** 5'7"
**WEIGHT:** 176 lbs.
**ABILITIES:** ***Liquid Ooze*** — *Pokémon inflicts damage on an opponent who uses HP-absorbing Moves.*
***Sticky Hold*** — *Protects the Pokémon's Held Item from Theft.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Gulpin

### STRONG AGAINST:

GRASS
FIGHTING
POISON
BUG

### WEAK AGAINST:

GROUND
PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Pound | Normal | 40 | 100 | 35 |
| S | Yawn | Normal | — | 100 | 10 |
| S | Poison Gas | Poison | — | 55 | 40 |
| S | Sludge | Poison | 65 | 100 | 20 |
| 06 | Yawn | Normal | — | 100 | 10 |
| 09 | Poison Gas | Poison | — | 55 | 40 |
| 14 | Sludge | Poison | 65 | 100 | 20 |
| 17 | Amnesia | Psychic | — | — | 20 |
| 23 | Encore | Normal | — | 100 | 5 |
| 26 | Body Slam | Normal | 85 | 100 | 15 |
| 31 | Toxic | Poison | — | 85 | 10 |
| 40 | Stockpile | Normal | — | — | 10 |
| 40 | Spit Up | Normal | 100 | 100 | 10 |
| 40 | Swallow | Normal | — | — | 10 |
| 48 | Sludge Bomb | Poison | 90 | 100 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM49 | Snatch | Dark | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

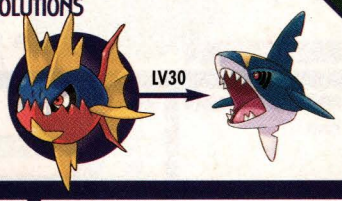
# 097 Carvanha™

WATER
DARK

**GENERAL INFO**
**SPECIES:** Savage Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 46 lbs.
**ABILITY:** ***Rough Skin*** — *Recoil hurts the opponent Pokémon when it uses a Physical Attack.*

**STATS**
HP 25
ATTACK 75
DEFENSE 25
SP. ATTACK 50
SP. DEFENSE 25
SPEED 50

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Routes 118 and 119

**STRONG AGAINST:**
FIRE
WATER
ICE
PSYCHIC
GHOST
DARK
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS
FIGHTING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Leer | Normal | — | 100 | 30 |
| S | Bite | Dark | 60 | 100 | 25 |
| 07 | Rage | Normal | 20 | 100 | 20 |
| 13 | Focus Energy | Normal | — | — | 30 |
| 16 | Scary Face | Normal | — | 90 | 10 |
| 22 | Crunch | Dark | 80 | 100 | 15 |
| 28 | Screech | Normal | — | 85 | 40 |
| 31 | Take Down | Normal | 90 | 85 | 20 |
| 37 | Swagger | Normal | — | 90 | 15 |
| 43 | Agility | Psychic | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Hydro Pump | Water | 120 | 80 | 5 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Thrash | Normal | 90 | 100 | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

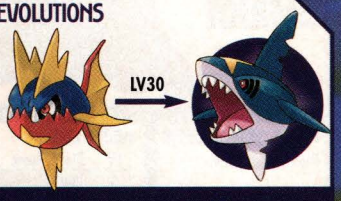
# 098 Sharpedo™

WATER
DARK

**GENERAL INFO**
**SPECIES:** Brutal Pokémon
**HEIGHT:** 5'11"
**WEIGHT:** 196 lbs.
**ABILITY:** ***Rough Skin*** — *Recoil hurts the opponent Pokémon when it uses a Physical Attack.*

**STATS**
HP 50
ATTACK 100
DEFENSE 25
SP. ATTACK 75
SP. DEFENSE 25
SPEED 75

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Carvanha; Routes 103, 118, 122, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, and 134

**STRONG AGAINST:**
FIRE
WATER
ICE
PSYCHIC
GHOST
DARK
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS
FIGHTING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Leer | Normal | — | 100 | 30 |
| S | Bite | Dark | 60 | 100 | 25 |
| S | Rage | Normal | 20 | 100 | 20 |
| S | Focus Energy | Normal | — | — | 30 |
| 07 | Rage | Normal | 20 | 100 | 20 |
| 13 | Focus Energy | Normal | — | — | 30 |
| 16 | Scary Face | Normal | — | 90 | 10 |
| 22 | Crunch | Dark | 80 | 100 | 15 |
| 28 | Screech | Normal | — | 85 | 40 |
| 33 | Slash | Normal | 70 | 100 | 20 |
| 38 | Taunt | Dark | — | 100 | 20 |
| 43 | Swagger | Normal | — | 90 | 15 |
| 48 | Skull Bash | Normal | 100 | 100 | 15 |
| 53 | Agility | Psychic | — | — | 30 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

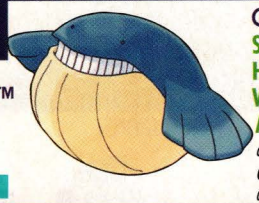
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 099 Wailmer™

WATER



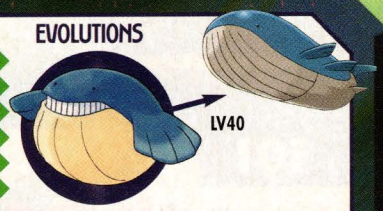
## GENERAL INFO

**SPECIES:** Ball Whale Pokémon
**HEIGHT:** 6'7"
**WEIGHT:** 287 lbs.
**ABILITIES:** ***Water Veil***—*Pokémon cannot be Burned.*
***Oblivious***—*The Attract condition does not affect Pokémon.*

## STATS

| | |
|---|---|
| HP | 75 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Routes 103, 105, 106, 107, 108, 109, 110, 115, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, and 135; Ever Grande City, Mossdeep City, Lilycove City, Seafloor Cavern, Shoal Cave, Slateport City, and Sootopolis City

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Splash | Normal | — | — | 40 |
| 05 | Growl | Normal | — | 100 | 40 |
| 10 | Water Gun | Water | 40 | 100 | 25 |
| 14 | Rollout | Rock | 30 | 90 | 20 |
| 19 | Whirlpool | Water | 15 | 70 | 15 |
| 23 | Astonish | Ghost | 30 | 100 | 15 |
| 28 | Water Pulse | Water | 60 | 100 | 20 |
| 32 | Mist | Ice | — | — | 30 |
| 37 | Rest | Psychic | — | — | 10 |
| 41 | Water Spout | Water | 150 | 100 | 5 |
| 46 | Amnesia | Psychic | — | — | 20 |
| 50 | Hydro Pump | Water | 120 | 80 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Thrash | Normal | 90 | 100 | 20 |
| Swagger | Normal | — | 90 | 15 |
| Snore | Normal | 40 | 100 | 15 |
| Sleep Talk | Normal | — | — | 10 |
| Curse | — | — | — | 10 |
| Fissure | Ground | — | 30 | 5 |
| Tickle | Normal | — | 100 | 20 |

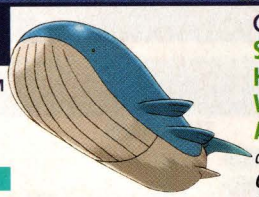
## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 100 Wailord™

WATER



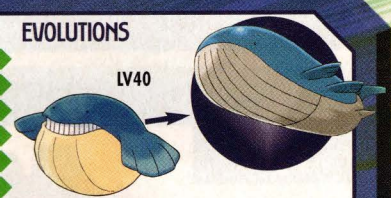
## GENERAL INFO

**SPECIES:** Float Whale Pokémon
**HEIGHT:** 47'7"
**WEIGHT:** 878 lbs.
**ABILITIES:** ***Water Veil***—*Pokémon cannot be Burned.*
***Oblivious***—*The Attract condition does not affect Pokémon.*

## STATS

| | |
|---|---|
| HP | 75 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Evolve from Wailmer; Route 129

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Splash | Normal | — | — | 40 |
| S | Growl | Normal | — | 100 | 40 |
| S | Water Gun | Water | 40 | 100 | 25 |
| S | Rollout | Rock | 30 | 90 | 20 |
| 05 | Growl | Normal | — | 100 | 40 |
| 10 | Water Gun | Water | 40 | 100 | 25 |
| 14 | Rollout | Rock | 30 | 90 | 20 |
| 19 | Whirlpool | Water | 15 | 70 | 15 |
| 23 | Astonish | Ghost | 30 | 100 | 15 |
| 28 | Water Pulse | Water | 60 | 100 | 20 |
| 32 | Mist | Ice | — | — | 30 |
| 37 | Rest | Psychic | — | — | 10 |
| 44 | Water Spout | Water | 150 | 100 | 5 |
| 52 | Amnesia | Psychic | — | — | 20 |
| 59 | Hydro Pump | Water | 120 | 80 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

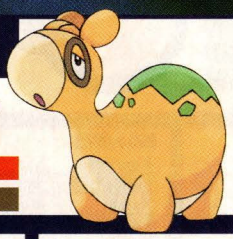
## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 101 Numel™

FIRE
GROUND



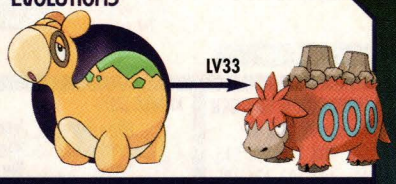
### GENERAL INFO

**SPECIES:** Numb Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 53 lbs.
**ABILITY:** ***Oblivious*** — *Pokémon is not affected by the Attract condition.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Route 122 and Fiery Path

### STRONG AGAINST:

FIRE
ELECTRIC
POISON
BUG
STEEL

### WEAK AGAINST:

WATER
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| S | Tackle | Normal | 35 | 95 | 35 |
| 11 | Ember | Fire | 40 | 100 | 25 |
| 19 | Magnitude | Ground | — | 100 | 30 |
| 25 | Focus Energy | Normal | — | — | 30 |
| 29 | Take Down | Normal | 90 | 85 | 20 |
| 31 | Amnesia | Psychic | — | — | 20 |
| 35 | Earthquake | Ground | 100 | 100 | 10 |
| 41 | Flamethrower | Fire | 95 | 100 | 15 |
| 49 | Double-Edge | Normal | 120 | 100 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Howl | Normal | — | — | 40 |
| Scary Face | Normal | — | 90 | 10 |
| Body Slam | Normal | 85 | 100 | 15 |
| Rollout | Rock | 30 | 90 | 20 |
| Defense Curl | Normal | — | — | 40 |
| Stomp | Normal | 65 | 100 | 20 |

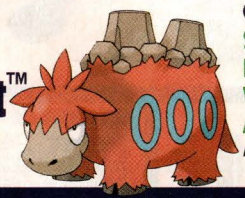
### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 102 Camerupt™

FIRE
GROUND



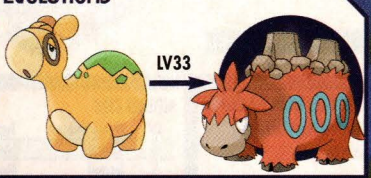
### GENERAL INFO

**SPECIES:** Eruption Pokémon
**HEIGHT:** 6'3"
**WEIGHT:** 485 lbs.
**ABILITY:** ***Magma Armor*** — *Pokémon cannot be Frozen.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Numel

### STRONG AGAINST:

FIRE
ELECTRIC
POISON
BUG
STEEL

### WEAK AGAINST:

WATER
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Growl | Normal | — | 100 | 40 |
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Ember | Fire | 40 | 100 | 25 |
| S | Magnitude | Ground | — | 100 | 30 |
| 11 | Ember | Fire | 40 | 100 | 25 |
| 19 | Magnitude | Ground | — | 100 | 30 |
| 25 | Focus Energy | Normal | — | — | 30 |
| 29 | Take Down | Normal | 90 | 85 | 20 |
| 31 | Amnesia | Psychic | — | — | 20 |
| 33 | Rock Slide | Rock | 75 | 90 | 10 |
| 37 | Earthquake | Ground | 100 | 100 | 10 |
| 45 | Eruption | Fire | 150 | 100 | 5 |
| 55 | Fissure | Ground | — | 30 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 103 Slugma™

FIRE

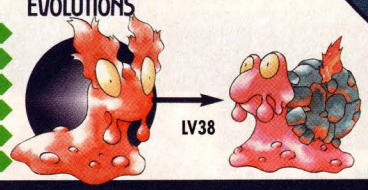
**GENERAL INFO**
**SPECIES:** Lava Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 77 lbs.

**ABILITIES:** ***Magma Armor*** — *Pokémon cannot be Frozen.*
***Flame Body*** — *Gives the Pokémon's Physical Attacks a 30 percent chance of Burning the opponent.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Route 113 and Fiery Path

**STRONG AGAINST:**
FIRE
GRASS
ICE
BUG
STEEL

**WEAK AGAINST:**
BUG
GROUND
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Yawn | Normal | — | 100 | 10 |
| S | Smog | Poison | 20 | 70 | 20 |
| 08 | Ember | Fire | 40 | 100 | 25 |
| 15 | Rock Throw | Rock | 50 | 90 | 15 |
| 22 | Harden | Normal | — | — | 30 |
| 29 | Amnesia | Psychic | — | — | 20 |
| 36 | Flamethrower | Fire | 95 | 100 | 15 |
| 43 | Rock Slide | Rock | 75 | 90 | 10 |
| 50 | Body Slam | Normal | 85 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Acid Armor | Poison | — | — | 40 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 104 Magcargo™

FIRE
ROCK

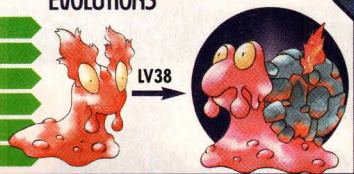
**GENERAL INFO**
**SPECIES:** Lava Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 121 lbs.

**ABILITIES:** ***Magma Armor*** — *Pokémon cannot be Frozen.*
***Flame Body*** — *Gives the Pokémon's Physical Attacks a 30 percent chance of Burning the opponent.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Slugma

**STRONG AGAINST:**
NORMAL
FIRE
ICE
POISON
FLYING
BUG

**WEAK AGAINST:**
ROCK
GROUND
FIGHTING
WATER

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Yawn | Normal | — | 100 | 10 |
| S | Smog | Poison | 20 | 70 | 20 |
| S | Ember | Fire | 40 | 100 | 25 |
| S | Rock Throw | Rock | 50 | 90 | 15 |
| 08 | Ember | Fire | 40 | 100 | 25 |
| 15 | Rock Throw | Rock | 50 | 90 | 15 |
| 22 | Harden | Normal | — | — | 30 |
| 29 | Amnesia | Psychic | — | — | 20 |
| 36 | Flamethrower | Fire | 95 | 100 | 15 |
| 48 | Rock Slide | Rock | 75 | 90 | 10 |
| 60 | Body Slam | Normal | 85 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 105 Torkoal™

FIRE

### GENERAL INFO

**SPECIES:** Coal Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 177 lbs.
**ABILITY:** ***White Smoke***— *Pokémon is not affected by moves that lower stats.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 75 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

### EVOLUTIONS

TORKOAL DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Fiery Path and Magma Hideout

### STRONG AGAINST:

FIRE
GRASS
ICE
BUG
STEEL

### WEAK AGAINST:

WATER
GROUND
ROCK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Ember | Fire | 40 | 100 | 25 |
| 04 | Smog | Poison | 20 | 70 | 20 |
| 07 | Curse | — | — | — | 10 |
| 14 | Smokescreen | Normal | — | 100 | 20 |
| 17 | Fire Spin | Fire | 15 | 70 | 15 |
| 20 | Body Slam | Normal | 85 | 100 | 15 |
| 27 | Protect | Normal | — | — | 10 |
| 30 | Flamethrower | Fire | 95 | 100 | 15 |
| 33 | Iron Defense | Steel | — | — | 15 |
| 40 | Amnesia | Psychic | — | — | 20 |
| 43 | Flail | Normal | — | 100 | 15 |
| 46 | Heat Wave | Fire | 100 | 90 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Eruption | Fire | 150 | 100 | 5 |
| Endure | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Yawn | Normal | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 106 Grimer™

POISON

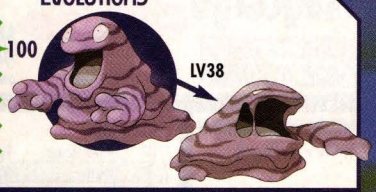
### GENERAL INFO

**SPECIES:** Sludge Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 66 lbs.
**ABILITIES:** ***Stench***— *Lowers the chance of encountering wild Pokémon.*
***Sticky Hold***— *Protects the Pokémon's Held Item from Theft.*

### STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 60 |
| SPEED | 30 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Fiery Path

### STRONG AGAINST:

GRASS
FIGHTING
POISON
BUG

### WEAK AGAINST:

GROUND
PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Poison Gas | Poison | — | 55 | 40 |
| S | Pound | Normal | 40 | 100 | 35 |
| 04 | Harden | Normal | — | — | 30 |
| 08 | Disable | Normal | — | 55 | 20 |
| 13 | Sludge | Poison | 65 | 100 | 20 |
| 19 | Minimize | Normal | — | — | 20 |
| 26 | Screech | Normal | — | 85 | 40 |
| 34 | Acid Armor | Poison | — | — | 40 |
| 43 | Sludge Bomb | Poison | 90 | 100 | 10 |
| 53 | Memento | Dark | — | 100 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Haze | Ice | — | — | 30 |
| Mean Look | Normal | — | 100 | 5 |
| Imprison | Psychic | — | 100 | 15 |
| Curse | — | — | — | 10 |
| Shadow Ball | Ghost | 60 | — | 20 |
| Explosion | Normal | 250 | 100 | 5 |
| Lick | Ghost | 20 | 100 | 30 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 107 Muk™

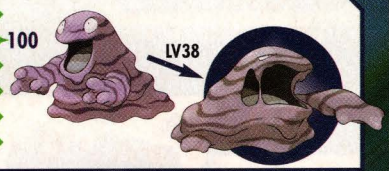
POISON

**GENERAL INFO**
**SPECIES:** Sludge Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 66 lbs.
**ABILITIES:** ***Stench*** — *Lowers the chance of encountering wild Pokémon.*
***Sticky Hold*** — *Protects the Pokémon's Held Item from Theft.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 60 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Grimer

**STRONG AGAINST:**
GRASS
FIGHTING
POISON
BUG

**WEAK AGAINST:**
GROUND
PSYCHIC

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Poison Gas | Poison | — | 55 | 40 |
| S | Pound | Normal | 40 | 100 | 35 |
| S | Harden | Normal | — | — | 30 |
| 04 | Harden | Normal | — | — | 30 |
| 08 | Disable | Normal | — | 55 | 20 |
| 13 | Sludge | Poison | 65 | 100 | 20 |
| 19 | Minimize | Normal | — | — | 20 |
| 26 | Screech | Normal | — | 85 | 40 |
| 34 | Acid Armor | Poison | — | — | 40 |
| 47 | Sludge Bomb | Poison | 90 | 100 | 10 |
| 61 | Memento | Dark | — | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 108 Koffing™

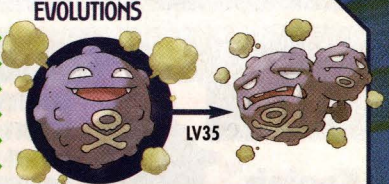
POISON

**GENERAL INFO**
**SPECIES:** Poison Gas Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 2 lbs.
**ABILITY:** ***Levitate*** — *Pokémon is not affected by Ground-type Moves.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 60 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Fiery Path

**STRONG AGAINST:**
GRASS
FIGHTING
POISON
BUG
GROUND

**WEAK AGAINST:**
PSYCHIC

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Poison Gas | Poison | — | 55 | 40 |
| S | Tackle | Normal | 35 | 95 | 35 |
| 09 | Smog | Poison | 20 | 70 | 20 |
| 17 | Selfdestruct | Normal | 200 | 100 | 5 |
| 21 | Sludge | Poison | 65 | 100 | 20 |
| 25 | Smokescreen | Normal | — | 100 | 20 |
| 33 | Haze | Ice | — | — | 30 |
| 41 | Explosion | Normal | 250 | 100 | 5 |
| 45 | Destiny Bond | Ghost | — | — | 5 |
| 49 | Memento | Dark | — | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Screech | Normal | — | 85 | 40 |
| Psywave | Psychic | — | 80 | 15 |
| Destiny Bond | Ghost | — | — | 5 |
| Will-O-Wisp | Fire | — | 75 | 15 |
| Psybeam | Psychic | 65 | 100 | 20 |
| Pain Split | Normal | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk* | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 109 Weezing™

POISON

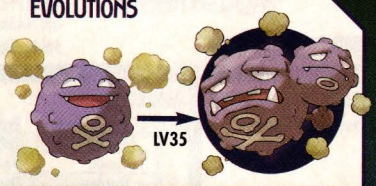
### GENERAL INFO

**SPECIES:** Poison Gas Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 21 lbs.
**ABILITY:** ***Levitate*** *— Pokémon is not affected by Ground-type Moves.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 60 |
| DEFENSE | 60 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 60 |
| SPEED | 66 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Koffing

### STRONG AGAINST:

GRASS
FIGHTING
POISON
BUG
GROUND

### WEAK AGAINST:

PSYCHIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Poison Gas | Poison | — | 55 | 40 |
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Smog | Poison | 20 | 70 | 20 |
| S | Selfdestruct | Normal | 200 | 100 | 5 |
| 09 | Smog | Poison | 20 | 70 | 20 |
| 17 | Selfdestruct | Normal | 200 | 100 | 5 |
| 21 | Sludge | Poison | 65 | 100 | 20 |
| 25 | Smokescreen | Normal | — | 100 | 20 |
| 33 | Haze | Ice | — | — | 30 |
| 44 | Explosion | Normal | 250 | 100 | 5 |
| 51 | Destiny Bond | Ghost | — | — | 5 |
| 58 | Memento | Dark | — | 100 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk* | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 110 Spoink™

PSYCHIC

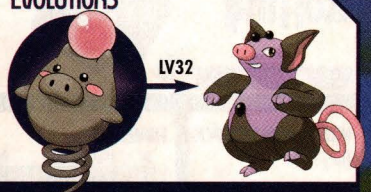
### GENERAL INFO

**SPECIES:** Bounce Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 67 lbs.
**ABILITIES:** ***Thick Fat*** *— Fire- and Ice-type Moves inflict only 50 percent of the damage.*
***Own Tempo*** *— Pokémon cannot become Confused.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 25 |
| DEFENSE | 25 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Jagged Pass

### STRONG AGAINST:

FIGHTING
PSYCHIC

### WEAK AGAINST:

BUG
GHOST
DARK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Splash | Normal | — | — | 40 |
| 07 | Psywave | Psychic | — | 80 | 15 |
| 10 | Odor Sleuth | Normal | — | 100 | 40 |
| 16 | Psybeam | Psychic | 65 | 100 | 20 |
| 19 | Psych Up | Normal | — | — | 10 |
| 25 | Confuse Ray | Ghost | — | 100 | 10 |
| 28 | Magic Coat | Psychic | — | 100 | 15 |
| 34 | Psychic | Psychic | 90 | 100 | 10 |
| 37 | Rest | Psychic | — | — | 10 |
| 37 | Snore | Normal | 40 | 100 | 15 |
| 43 | Bounce | Flying | 85 | 85 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Future Sight | Psychic | 80 | 90 | 15 |
| Extrasensory | Psychic | 80 | 100 | 30 |
| Substitute | Normal | — | — | 10 |
| Trick | Psychic | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 111 Grumpig™

PSYCHIC

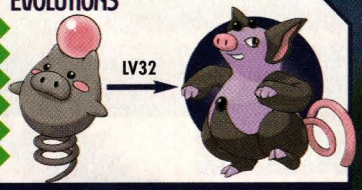
### GENERAL INFO

**SPECIES:** Manipulate Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 158 lbs.
**ABILITIES:** ***Thick Fat*** *— Fire- and Ice-type Moves inflict only 50 percent of the damage.*
***Own Tempo*** *— Pokémon cannot become Confused.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 75 |
| SPEED | 75 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Spoink

### STRONG AGAINST:

FIGHTING
PSYCHIC

### WEAK AGAINST:

BUG
GHOST
DARK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Splash | Normal | — | — | 40 |
| S | Psywave | Psychic | — | 80 | 15 |
| S | Odor Sleuth | Normal | — | 100 | 40 |
| S | Psybeam | Psychic | 65 | 100 | 20 |
| 07 | Psywave | Psychic | — | 80 | 15 |
| 10 | Odor Sleuth | Normal | — | 100 | 40 |
| 16 | Psybeam | Psychic | 65 | 100 | 20 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 19 | Psych Up | Normal | — | — | 10 |
| 25 | Confuse Ray | Ghost | — | 100 | 10 |
| 28 | Magic Coat | Psychic | — | 100 | 15 |
| 37 | Psychic | Psychic | 90 | 100 | 10 |
| 43 | Rest | Psychic | — | — | 10 |
| 43 | Snore | Normal | 40 | 100 | 15 |
| 55 | Bounce | Flying | 85 | 85 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 112 Sandshrew™

GROUND

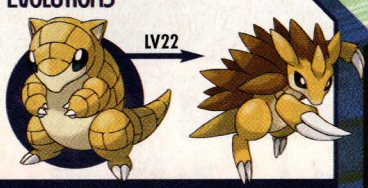
### GENERAL INFO

**SPECIES:** Mouse Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 26 lbs.
**ABILITY:** ***Sand Veil*** *— The Pokémon's Evasion stat rises when a Sandstorm blows.*

### STATS

| | |
|---|---|
| HP | 30 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Routes 111 and 113, Mirage Tower

### STRONG AGAINST:

ELECTRIC
POISON
ROCK

### WEAK AGAINST:

WATER
GRASS
ICE

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| 06 | Defense Curl | Normal | — | — | 40 |
| 11 | Sand-Attack | Ground | — | 100 | 15 |
| 17 | Poison Sting | Poison | 15 | 100 | 35 |
| 23 | Slash | Normal | 70 | 100 | 20 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 30 | Swift | Normal | 60 | — | 20 |
| 37 | Fury Swipes | Normal | 18 | 80 | 15 |
| 45 | Sand Tomb | Ground | 15 | 70 | 15 |
| 53 | Sandstorm | Rock | — | — | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Flail | Normal | — | 100 | 15 |
| Safeguard | Normal | — | — | 25 |
| Counter | Fighting | — | 100 | 20 |
| Rapid Spin | Normal | 20 | 100 | 40 |
| Rock Slide | Rock | 75 | 90 | 10 |
| Swords Dance | Normal | — | — | 30 |
| Crush Claw | Normal | 75 | 95 | 10 |
| Metal Claw | Spell | 50 | 95 | 35 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 113 Sandslash™

GROUND

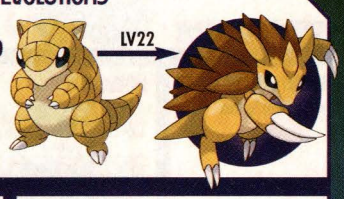
### GENERAL INFO

**SPECIES:** Mouse Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 65 lbs.
**ABILITY:** *Sand Veil*—*The Pokémon's Evasion stat rises when a Sandstorm blows.*

### STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Sandshrew

### STRONG AGAINST:

ELECTRIC
POISON
ROCK

### WEAK AGAINST:

WATER
GRASS
ICE

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Defense Curl | Normal | — | — | 40 |
| S | Sand-Attack | Ground | — | 100 | 15 |
| 06 | Defense Curl | Normal | — | — | 40 |
| 11 | Sand-Attack | Ground | — | 100 | 15 |
| 17 | Poison Sting | Poison | 15 | 100 | 35 |
| 24 | Slash | Normal | 70 | 100 | 20 |
| 33 | Swift | Normal | 60 | — | 20 |
| 42 | Fury Swipes | Normal | 18 | 80 | 15 |
| 52 | Sand Tomb | Ground | 15 | 70 | 15 |
| 62 | Sandstorm | Rock | — | — | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 114 Spinda™

NORMAL

### GENERAL INFO

**SPECIES:** Spot Panda Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 11 lbs.
**ABILITY:** *Own Tempo*—*Pokémon cannot become Confused.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

SPINDA DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Route 113

### STRONG AGAINST:

GHOST

### WEAK AGAINST:

FIGHTING

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 05 | Uproar | Normal | 50 | 100 | 10 |
| 12 | Faint Attack | Dark | 60 | — | 20 |
| 16 | Psybeam | Psychic | 65 | 100 | 20 |
| 23 | Hypnosis | Psychic | — | 60 | 20 |
| 27 | Dizzy Punch | Normal | 70 | 100 | 10 |
| 34 | Teeter Dance | Normal | — | 100 | 20 |
| 38 | Psych Up | Normal | — | — | 10 |
| 45 | Double-Edge | Normal | 120 | 100 | 15 |
| 49 | Flail | Normal | — | 100 | 15 |
| 56 | Thrash | Normal | 90 | 100 | 20 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Encore | Normal | — | 100 | 5 |
| Rock Slide | Rock | 75 | 90 | 10 |
| Assist | Normal | — | 100 | 20 |
| Disable | Normal | — | 55 | 20 |
| Baton Pass | Normal | — | — | 40 |
| Trick | Psychic | — | 100 | 10 |
| Smellingsalt | Normal | 60 | 100 | 10 |
| Wish | Normal | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 115 Skarmory™

STEEL
FLYING

### GENERAL INFO

**SPECIES:** Armor Bird Pokémon
**HEIGHT:** 5'7"
**WEIGHT:** 111 lbs.
**ABILITIES:** ***Keen Eye*** — *Pokémon's Accuracy cannot be lowered.*
***Sturdy*** — *One hit KO moves have no effect.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 100 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

### EVOLUTIONS

SKARMORY DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Route 113

### STRONG AGAINST:

NORMAL
GRASS
POISON
GROUND
FLYING
PSYCHIC
BUG
GHOST
DRAGON
DARK
STEEL

### WEAK AGAINST:

FIRE
ELECTRIC

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Leer | Normal | — | 100 | 30 |
| S | Peck | Flying | 35 | 100 | 35 |
| 10 | Sand-Attack | Ground | — | 100 | 15 |
| 13 | Swift | Normal | 60 | — | 20 |
| 16 | Agility | Psychic | — | — | 30 |
| 26 | Fury Attack | Normal | 15 | 85 | 20 |
| 29 | Air Cutter | Flying | 55 | 95 | 25 |
| 32 | Steel Wing | Steel | 70 | 90 | 25 |
| 42 | Spikes | Ground | — | — | 20 |
| 45 | Metal Sound | Steel | — | 85 | 40 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Drill Peck | Flying | 80 | 100 | 20 |
| Pursuit | Dark | 40 | 100 | 20 |
| Sky Attack | Flying | 140 | 90 | 5 |
| Whirlwind | Normal | — | 100 | 20 |
| Curse | — | — | — | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 116 Trapinch™

GROUND

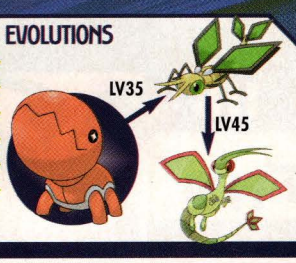
### GENERAL INFO

**SPECIES:** Ant Pit Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 33 lbs.
**ABILITIES:** ***Hyper Cutter*** — *Pokémon's Attack Power cannot be lowered.*
***Arena Trap*** — *Prevents the opponent Pokémon from fleeing or switching out of battle. Does not affect Flying-type Pokémon or Pokémon with the Levitate Ability.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Route 111 and Mirage Tower

### STRONG AGAINST:

ELECTRIC
POISON
ROCK

### WEAK AGAINST:

WATER
GRASS
ICE

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bite | Dark | 60 | 100 | 25 |
| 09 | Sand-Attack | Ground | — | 100 | 15 |
| 17 | Faint Attack | Dark | 60 | — | 20 |
| 25 | Sand Tomb | Ground | 15 | 70 | 15 |
| 33 | Crunch | Dark | 80 | 100 | 15 |
| 41 | Dig | Ground | 60 | 100 | 10 |
| 49 | Sandstorm | Rock | — | — | 10 |
| 57 | Hyper Beam | Normal | 150 | 90 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Focus Energy | Normal | — | — | 30 |
| Quick Attack | Normal | 40 | 100 | 30 |
| Whirlwind | Normal | — | 100 | 20 |

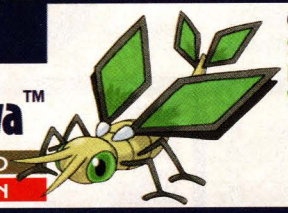
### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 117 Vibrava™

GROUND
DRAGON

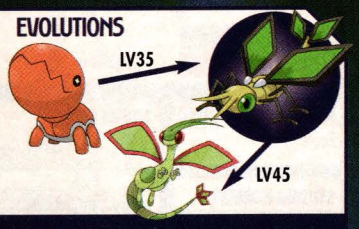


**GENERAL INFO**
**SPECIES:** Vibration Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 34 lbs.
**ABILITY:** *Levitate*—*Pokémon is not affected by Ground-type Moves.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Trapinch

**STRONG AGAINST:**
FIRE
ELECTRIC
POISON
ROCK
GROUND

**WEAK AGAINST:**
ICE
DRAGON

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bite | Dark | 60 | 100 | 25 |
| S | Sand-Attack | Ground | — | 100 | 15 |
| S | Faint Attack | Dark | 60 | — | 20 |
| S | Sand Tomb | Ground | 15 | 70 | 15 |
| 09 | Sand-Attack | Ground | — | 100 | 15 |
| 17 | Faint Attack | Dark | 60 | — | 20 |
| 25 | Sand Tomb | Ground | 15 | 70 | 15 |
| 33 | Crunch | Dark | 80 | 100 | 15 |
| 35 | Dragonbreath | Dragon | 60 | 100 | 20 |
| 41 | Screech | Normal | — | 85 | 40 |
| 49 | Sandstorm | Rock | — | — | 10 |
| 57 | Hyper Beam | Normal | 150 | 90 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

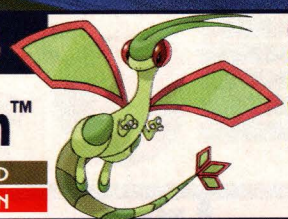
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 118 Flygon™

GROUND
DRAGON

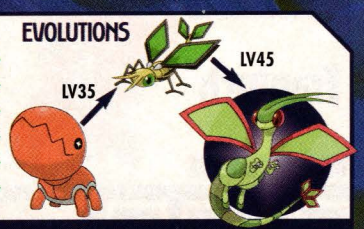


**GENERAL INFO**
**SPECIES:** Mystic Pokémon
**HEIGHT:** 6'7"
**WEIGHT:** 181 lbs.
**ABILITY:** *Levitate*—*Pokémon is not affected by Ground-type Moves.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Vibrava

**STRONG AGAINST:**
FIRE
ELECTRIC
POISON
ROCK
GROUND

**WEAK AGAINST:**
ICE
DRAGON

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bite | Dark | 60 | 100 | 25 |
| S | Sand-Attack | Ground | — | 100 | 15 |
| S | Faint Attack | Dark | 60 | — | 20 |
| S | Sand Tomb | Ground | 15 | 70 | 15 |
| 09 | Sand-Attack | Ground | — | 100 | 15 |
| 17 | Faint Attack | Dark | 60 | — | 20 |
| 25 | Sand Tomb | Ground | 15 | 70 | 15 |
| 33 | Crunch | Dark | 80 | 100 | 15 |
| 35 | Dragonbreath | Dragon | 60 | 100 | 20 |
| 41 | Screech | Normal | — | 85 | 40 |
| 53 | Sandstorm | Rock | — | — | 10 |
| 65 | Hyper Beam | Normal | 150 | 90 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

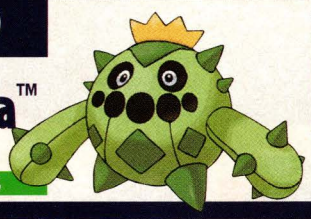
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 119 Cacnea™

GRASS



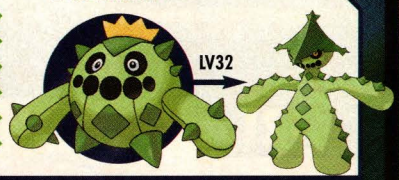
## GENERAL INFO

**SPECIES:** Cactus Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 133 lbs.
**ABILITY:** *Sand Veil*—
*The Pokémon's Evasion stat rises when a Sandstorm blows.*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 25 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

## EVOLUTIONS




**WHERE/HOW TO CATCH**
Route 111

**STRONG AGAINST:**
GRASS
ELECTRIC
WATER
GROUND

**WEAK AGAINST:**
FIRE
ICE
POISON
FLYING
BUG

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Poison Sting | Poison | 15 | 100 | 35 |
| S | Leer | Normal | — | 100 | 30 |
| 05 | Absorb | Grass | 20 | 100 | 20 |
| 09 | Growth | Normal | — | — | 40 |
| 13 | Leech Seed | Grass | — | 90 | 10 |
| 17 | Sand-Attack | Ground | — | 100 | 15 |
| 21 | Pin Missile | Bug | 14 | 85 | 20 |
| 25 | Ingrain | Grass | — | 100 | 20 |
| 29 | Faint Attack | Dark | 60 | — | 20 |
| 33 | Spikes | Ground | — | — | 20 |
| 37 | Needle Arm | Grass | 60 | 100 | 15 |
| 41 | Cotton Spore | Grass | — | 85 | 40 |
| 45 | Sandstorm | Rock | — | — | 10 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Grasswhistle | Grass | — | 55 | 15 |
| Acid | Poison | 40 | 100 | 30 |
| Teeter Dance | Normal | — | 100 | 20 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Counter | Fighting | — | 100 | 20 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 120 Cacturne™

GRASS
DARK

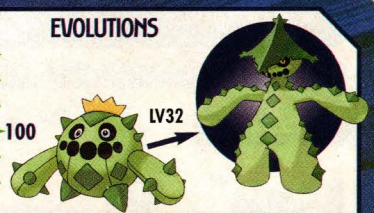
## GENERAL INFO

**SPECIES:** Scarecrow Pokémon
**HEIGHT:** 4'3"
**WEIGHT:** 171 lbs.
**ABILITY:** *Sand Veil*—
*The Pokémon's Evasion stat rises when a Sandstorm blows.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




**WHERE/HOW TO CATCH**
Evolve from Cacnea

**STRONG AGAINST:**
WATER
ELECTRIC
GRASS
GROUND
PSYCHIC
GHOST
DARK

**WEAK AGAINST:**
FIRE
ICE
FIGHTING
POISON
FLYING
BUG

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Poison Sting | Poison | 15 | 100 | 35 |
| S | Leer | Normal | — | 100 | 30 |
| S | Absorb | Grass | 20 | 100 | 20 |
| S | Growth | Normal | — | — | 40 |
| 05 | Absorb | Grass | 20 | 100 | 20 |
| 09 | Growth | Normal | — | — | 40 |
| 13 | Leech Seed | Grass | — | 90 | 10 |
| 17 | Sand-Attack | Ground | — | 100 | 15 |
| 21 | Pin Missile | Bug | 14 | 85 | 20 |
| 25 | Ingrain | Grass | — | 100 | 20 |
| 29 | Faint Attack | Dark | 60 | — | 20 |
| 35 | Spikes | Ground | — | — | 20 |
| 41 | Needle Arm | Grass | 60 | 100 | 15 |
| 47 | Cotton Spore | Grass | — | 85 | 40 |
| 53 | Sandstorm | Rock | — | — | 10 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

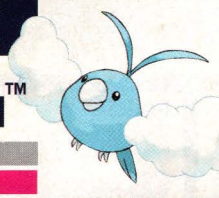
## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Kick* | Normal | 120 | 75 | 15 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 121 Swablu™

NORMAL
FLYING



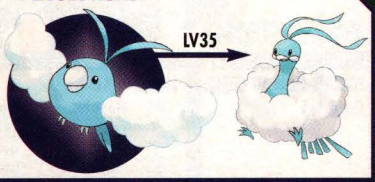
## GENERAL INFO

**SPECIES:** Cotton Bird Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 3 lbs.
**ABILITY:** ***Natural Cure*** *— Any negative Status conditions are healed when the Pokémon is removed from battle.*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




**WHERE/HOW TO CATCH**
Routes 114 and 115

**STRONG AGAINST:**
GRASS
GROUND
BUG
GHOST

**WEAK AGAINST:**
ELECTRIC
ICE
ROCK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| 08 | Astonish | Ghost | 30 | 100 | 15 |
| 11 | Sing | Normal | — | 55 | 15 |
| 18 | Fury Attack | Normal | 15 | 85 | 20 |
| 21 | Safeguard | Normal | — | — | 25 |
| 28 | Mist | Ice | — | — | 30 |
| 31 | Take Down | Normal | 90 | 85 | 20 |
| 38 | Mirror Move | Flying | — | — | 20 |
| 41 | Refresh | Normal | — | 100 | 20 |
| 48 | Perish Song | Normal | — | — | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Agility | Psychic | — | — | 30 |
| Haze | Ice | — | — | 30 |
| Pursuit | Dark | 40 | 100 | 20 |
| Rage | Normal | 20 | 100 | 20 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 122 Altaria™

DRAGON
FLYING

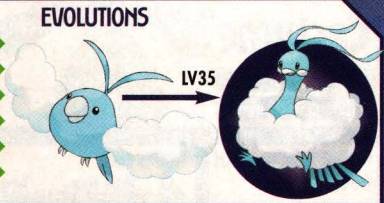
## GENERAL INFO

**SPECIES:** Humming Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 45 lbs.
**ABILITY:** ***Natural Cure*** *— Any negative Status conditions are healed when the Pokémon is removed from battle.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 75 |
| SPEED | 75 |

## EVOLUTIONS




**WHERE/HOW TO CATCH**
Evolve from Swablu; Sky Pillar

**STRONG AGAINST:**
FIRE
WATER
GRASS
FIGHTING
GROUND
BUG

**WEAK AGAINST:**
ICE
ROCK
DRAGON

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| S | Astonish | Ghost | 30 | 100 | 15 |
| S | Sing | Normal | — | 55 | 15 |
| 08 | Astonish | Ghost | 30 | 100 | 15 |
| 11 | Sing | Normal | — | 55 | 15 |
| 18 | Fury Attack | Normal | 15 | 85 | 20 |
| 21 | Safeguard | Normal | — | — | 25 |
| 28 | Mist | Ice | — | — | 30 |
| 31 | Take Down | Normal | 90 | 85 | 20 |
| 35 | Dragonbreath | Dragon | 60 | 100 | 20 |
| 40 | Dragon Dance | Dragon | — | — | 20 |
| 45 | Refresh | Normal | — | 100 | 20 |
| 54 | Perish Song | Normal | — | — | 5 |
| 59 | Sky Attack | Flying | 140 | 90 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 123 Zangoose™

NORMAL

## GENERAL INFO

**SPECIES:** Cat Ferret Pokémon
**HEIGHT:** 4'3"
**WEIGHT:** 89 lbs.
**ABILITY:** ***Immunity***— *Pokémon cannot be Poisoned.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

## EVOLUTIONS

ZANGOOSE DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Must trade from *Pokémon Ruby*

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| 04 | Leer | Normal | — | 100 | 30 |
| 07 | Quick Attack | Normal | 40 | 100 | 30 |
| 10 | Swords Dance | Normal | — | — | 30 |
| 13 | Fury Cutter | Bug | 10 | 95 | 20 |
| 19 | Slash | Normal | 70 | 100 | 20 |
| 25 | Pursuit | Dark | 40 | 100 | 20 |
| 31 | Crush Claw | Normal | 75 | 95 | 10 |
| 37 | Taunt | Dark | — | 100 | 20 |
| 46 | Detect | Fighting | — | — | 5 |
| 55 | False Swipe | Normal | 40 | 100 | 40 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Flail | Normal | — | 100 | 15 |
| Double Kick | Fighting | 30 | 100 | 30 |
| Razor Wind | Normal | 80 | 100 | 10 |
| Counter | Fighting | — | 100 | 20 |
| Roar | Normal | — | 100 | 20 |
| Curse | — | — | — | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 124 Seviper™

POISON

## GENERAL INFO

**SPECIES:** Fang Snake Pokémon
**HEIGHT:** 8'10"
**WEIGHT:** 116 lbs.
**ABILITY:** ***Shed Skin***— *Every turn, the Pokémon has a 1/3 chance of recovering from a Status condition.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS

SEVIPER DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Route 114

**STRONG AGAINST:**
GRASS
FIGHTING
POISON
BUG

**WEAK AGAINST:**
GROUND
PSYCHIC

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Wrap | Normal | 15 | 85 | 20 |
| 07 | Lick | Ghost | 20 | 100 | 30 |
| 10 | Bite | Dark | 60 | 100 | 25 |
| 16 | Poison Tail | Poison | 50 | 100 | 25 |
| 19 | Screech | Normal | — | 85 | 40 |
| 25 | Glare | Normal | — | 75 | 30 |
| 28 | Crunch | Dark | 80 | 100 | 15 |
| 34 | Poison Fang | Poison | 50 | 100 | 15 |
| 37 | Swagger | Normal | — | 90 | 15 |
| 43 | Haze | Ice | — | — | 30 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

## EGG MOVES

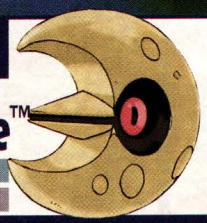
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Stockpile | Normal | — | — | 10 |
| Swallow | Normal | — | — | 10 |
| Spit Up | Normal | 100 | 100 | 10 |
| Body Slam | Normal | 85 | 100 | 15 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 125 Lunatone™



ROCK
PSYCHIC

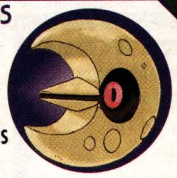
### GENERAL INFO

**SPECIES:** Meteorite Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 370 lbs.
**ABILITY:** ***Levitate*** *— Pokémon is not affected by Ground-type Moves.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS



LUNATONE DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Must trade from *Pokémon Ruby*

**STRONG AGAINST:**
NORMAL
FIRE
POISON
FLYING
PSYCHIC
GROUND

**WEAK AGAINST:**
WATER
GRASS
BUG
GHOST
DARK
STEEL

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Harden | Normal | — | — | 30 |
| 07 | Confusion | Psychic | 50 | 100 | 25 |
| 13 | Rock Throw | Rock | 50 | 90 | 15 |
| 19 | Hypnosis | Psychic | — | 60 | 20 |
| 25 | Psywave | Psychic | — | 80 | 15 |
| 31 | Cosmic Power | Normal | — | — | 20 |
| 37 | Psychic | Psychic | 90 | 100 | 10 |
| 43 | Future Sight | Psychic | 80 | 90 | 15 |
| 49 | Explosion | Normal | 250 | 100 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |

### EGG MOVES

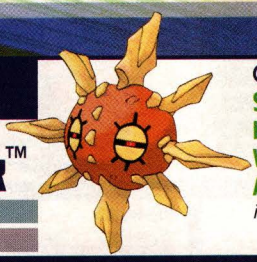
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 126 Solrock™



ROCK
PSYCHIC

### GENERAL INFO

**SPECIES:** Meteorite Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 340 lbs.
**ABILITY:** ***Levitate*** *— Pokémon is not affected by Ground-type Moves.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

SOLROCK DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Meteor Falls

**STRONG AGAINST:**
NORMAL
FIRE
POISON
FLYING
PSYCHIC
GROUND

**WEAK AGAINST:**
WATER
GRASS
BUG
GHOST
DARK
STEEL

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Harden | Normal | — | — | 30 |
| 07 | Confusion | Psychic | 50 | 100 | 25 |
| 13 | Rock Throw | Rock | 50 | 90 | 15 |
| 19 | Fire Spin | Fire | 15 | 70 | 15 |
| 25 | Psywave | Psychic | — | 80 | 15 |
| 31 | Cosmic Power | Normal | — | — | 20 |
| 37 | Rock Slide | Rock | 75 | 90 | 10 |
| 43 | Solarbeam | Grass | 120 | 100 | 10 |
| 49 | Explosion | Normal | 250 | 100 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 127 Barboach™

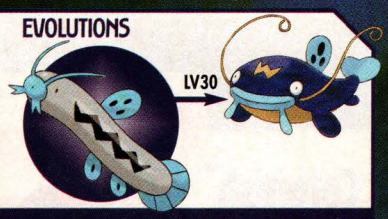
WATER
GROUND

**GENERAL INFO**
**SPECIES:** Whiskers Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 4 lbs.
**ABILITY:** ***Oblivious*** *— Pokémon is not affected by the Attract condition.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Routes 111, 114, and 120; Meteor Falls and Victory Road

**STRONG AGAINST:**
FIRE
ELECTRIC
POISON
ROCK
STEEL

**WEAK AGAINST:**
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Mud-Slap | Ground | 20 | 100 | 10 |
| 06 | Mud Sport | Ground | — | 100 | 15 |
| 06 | Water Sport | Water | — | 100 | 15 |
| 11 | Water Gun | Water | 40 | 100 | 25 |
| 16 | Magnitude | Ground | — | 100 | 30 |
| 21 | Amnesia | Psychic | — | — | 20 |
| 26 | Rest | Psychic | — | — | 10 |
| 26 | Snore | Normal | 40 | 100 | 15 |
| 31 | Earthquake | Ground | 100 | 100 | 10 |
| 36 | Future Sight | Psychic | 80 | 90 | 15 |
| 41 | Fissure | Ground | — | 30 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Thrash | Normal | 90 | 100 | 20 |
| Whirlpool | Water | 15 | 70 | 15 |
| Spark | Electric | 65 | 100 | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 128 Whiscash™

WATER
GROUND

**GENERAL INFO**
**SPECIES:** Whiskers Pokémon
**HEIGHT:** 2'11"
**WEIGHT:** 52 lbs.
**ABILITY:** ***Oblivious*** *— Pokémon is not affected by the Attract condition.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Barboach

**STRONG AGAINST:**
FIRE
ELECTRIC
POISON
ROCK
STEEL

**WEAK AGAINST:**
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tickle | Normal | — | 100 | 20 |
| S | Mud-Slap | Ground | 20 | 100 | 10 |
| S | Mud Sport | Ground | — | 100 | 15 |
| S | Water Sport | Water | — | 100 | 15 |
| 06 | Mud Sport | Ground | — | 100 | 15 |
| 06 | Water Sport | Water | — | 100 | 15 |
| 11 | Water Gun | Water | 40 | 100 | 25 |
| 16 | Magnitude | Ground | — | 100 | 30 |
| 21 | Amnesia | Psychic | — | — | 20 |
| 26 | Rest | Psychic | — | -- | 10 |
| 26 | Snore | Normal | 40 | 100 | 15 |
| 36 | Earthquake | Ground | 100 | 100 | 10 |
| 46 | Future Sight | Psychic | 80 | 90 | 15 |
| 56 | Fissure | Ground | — | 30 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 129 Corphish™

WATER

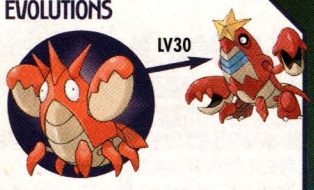
### GENERAL INFO

**SPECIES:** Ruffian Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 25 lbs.
**ABILITIES:** ***Hyper Cutter*** — *Pokémon's Attack Power cannot be lowered.*
***Shell Armor*** — *Prevents the opponent Pokémon from scoring a Critical Hit.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 25 |

### EVOLUTIONS




**WHERE/HOW TO CATCH**
Routes 102 and 117, Petalburg City

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| 07 | Harden | Normal | — | — | 30 |
| 10 | Vicegrip | Normal | 55 | 100 | 30 |
| 13 | Leer | Normal | — | 100 | 30 |
| 19 | Bubblebeam | Water | 65 | 100 | 20 |
| 22 | Protect | Normal | — | — | 10 |
| 25 | Knock Off | Dark | 20 | 100 | 20 |
| 31 | Taunt | Dark | — | 100 | 20 |
| 34 | Crabhammer | Water | 90 | 85 | 10 |
| 37 | Swords Dance | Normal | — | — | 30 |
| 46 | Guillotine | Normal | — | 30 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Mud Sport | Ground | — | 100 | 15 |
| Endeavor | Normal | — | 100 | 5 |
| Body Slam | Normal | 85 | 100 | 15 |
| Ancientpower | Rock | 60 | 100 | 5 |

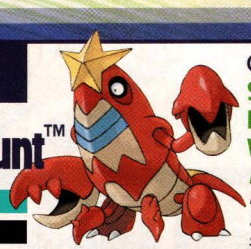
### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 130 Crawdaunt™

WATER
DARK



### GENERAL INFO

**SPECIES:** Rogue Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 72 lbs.
**ABILITIES:** ***Hyper Cutter*** — *Pokémon's Attack Power cannot be lowered.*
***Shell Armor*** — *Prevents the opponent Pokémon from scoring a Critical Hit.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 100 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

**WHERE/HOW TO CATCH**
Evolve from Corphish

**STRONG AGAINST:**
FIRE
WATER
ICE
PSYCHIC
GHOST
DARK
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS
FIGHTING
BUG

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| S | Harden | Normal | — | — | 30 |
| S | Vicegrip | Normal | 55 | 100 | 30 |
| S | Leer | Normal | — | 100 | 30 |
| 07 | Harden | Normal | — | — | 30 |
| 10 | Vicegrip | Normal | 55 | 100 | 30 |
| 13 | Leer | Normal | — | 100 | 30 |
| 19 | Bubblebeam | Water | 65 | 100 | 20 |
| 22 | Protect | Normal | — | — | 10 |
| 25 | Knock Off | Dark | 20 | 100 | 20 |
| 33 | Taunt | Dark | — | 100 | 20 |
| 38 | Crabhammer | Water | 90 | 85 | 10 |
| 43 | Swords Dance | Normal | — | — | 30 |
| 56 | Guillotine | Normal | — | 30 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 131 Baltoy™

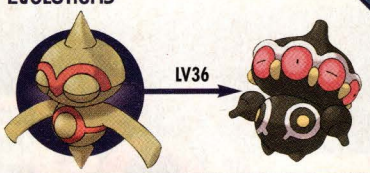
GROUND
PSYCHIC

**GENERAL INFO**
**SPECIES:** Clay Doll Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 47 lbs.
**ABILITY:** *Levitate*— *Pokémon is not affected by Ground-type Moves.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Route 111

**STRONG AGAINST:**
ELECTRIC
FIGHTING
POISON
PSYCHIC
ROCK
GROUND

**WEAK AGAINST:**
WATER
GRASS
ICE
BUG
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Confusion | Psychic | 50 | 100 | 25 |
| 03 | Harden | Normal | — | — | 30 |
| 05 | Rapid Spin | Normal | 20 | 100 | 40 |
| 07 | Mud-Slap | Ground | 20 | 100 | 10 |
| 11 | Psybeam | Psychic | 65 | 100 | 20 |
| 15 | Rock Tomb | Rock | 50 | 80 | 10 |
| 19 | Selfdestruct | Normal | 200 | 100 | 5 |
| 25 | Ancientpower | Rock | 60 | 100 | 5 |
| 31 | Sandstorm | Rock | — | — | 10 |
| 37 | Cosmic Power | Normal | — | — | 20 |
| 45 | Explosion | Normal | 250 | 100 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 132 Claydol™

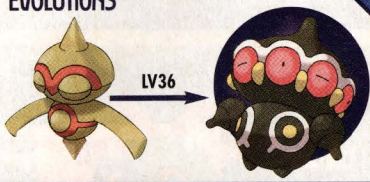
GROUND
PSYCHIC

**GENERAL INFO**
**SPECIES:** Clay Doll Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 238 lbs.
**ABILITY:** *Levitate*— *Pokémon is not affected by Ground-type Moves.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 75 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Baltoy; Sky Pillar

**STRONG AGAINST:**
ELECTRIC
FIGHTING
POISON
PSYCHIC
ROCK
GROUND

**WEAK AGAINST:**
WATER
GRASS
ICE
BUG
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Teleport | Psychic | — | — | 20 |
| S | Confusion | Psychic | 50 | 100 | 25 |
| S | Harden | Normal | — | — | 30 |
| S | Rapid Spin | Normal | 20 | 100 | 40 |
| 03 | Harden | Normal | — | — | 30 |
| 05 | Rapid Spin | Normal | 20 | 100 | 40 |
| 07 | Mud-Slap | Ground | 20 | 100 | 10 |
| 11 | Psybeam | Psychic | 65 | 100 | 20 |
| 15 | Rock Tomb | Rock | 50 | 80 | 10 |
| 19 | Selfdestruct | Normal | 200 | 100 | 5 |
| 25 | Ancientpower | Rock | 60 | 100 | 5 |
| 31 | Sandstorm | Rock | — | — | 10 |
| 36 | Hyper Beam | Normal | 150 | 90 | 5 |
| 42 | Cosmic Power | Normal | — | — | 20 |
| 55 | Explosion | Normal | 250 | 100 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 133 Lileep™

ROCK / GRASS

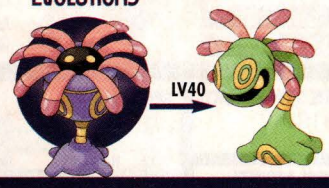
### GENERAL INFO

**SPECIES:** Sea Lily Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 52 lbs.
**ABILITY:** ***Suction Cups*** *— Pokémon cannot be switched out of the battle by Roar or Whirlwind.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Resurrect Root Fossil

### STRONG AGAINST:

NORMAL
ELECTRIC

### WEAK AGAINST:

ICE
FIGHTING
BUG
STEEL

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Astonish | Ghost | 30 | 100 | 15 |
| 08 | Constrict | Normal | 10 | 100 | 35 |
| 15 | Acid | Poison | 40 | 100 | 30 |
| 22 | Ingrain | Grass | — | 100 | 20 |
| 29 | Confuse Ray | Ghost | — | 100 | 10 |
| 36 | Amnesia | Psychic | — | — | 20 |
| 43 | Ancientpower | Rock | 60 | 100 | 5 |
| 50 | Stockpile | Normal | — | — | 10 |
| 50 | Spit Up | Normal | 100 | 100 | 10 |
| 50 | Swallow | Normal | — | — | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Barrier | Psychic | — | — | 30 |
| Recover | Normal | — | — | 20 |
| Mirror Coat | Psychic | — | 100 | 20 |
| Rock Slide | Rock | 75 | 90 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 134 Cradily™

ROCK / GRASS

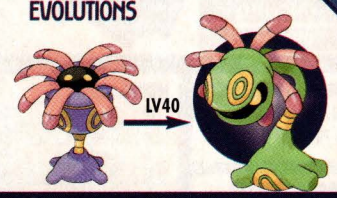
### GENERAL INFO

**SPECIES:** Barnacle Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 133 lbs.
**ABILITY:** ***Suction Cups*** *— Pokémon cannot be switched out of the battle by Roar or Whirlwind.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 75 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 75 |
| SPEED | 50 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Lileep

### STRONG AGAINST:

NORMAL
ELECTRIC

### WEAK AGAINST:

ICE
FIGHTING
BUG
STEEL

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Astonish | Ghost | 30 | 100 | 15 |
| S | Constrict | Normal | 10 | 100 | 35 |
| S | Acid | Poison | 40 | 100 | 30 |
| S | Ingrain | Grass | — | 100 | 20 |
| 08 | Constrict | Normal | 10 | 100 | 35 |
| 15 | Acid | Poison | 40 | 100 | 30 |
| 22 | Ingrain | Grass | — | 100 | 20 |
| 29 | Confuse Ray | Ghost | — | 100 | 10 |
| 36 | Amnesia | Psychic | — | — | 20 |
| 48 | Ancientpower | Rock | 60 | 100 | 5 |
| 60 | Stockpile | Normal | — | — | 10 |
| 60 | Spit Up | Normal | 100 | 100 | 10 |
| 60 | Swallow | Normal | — | — | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

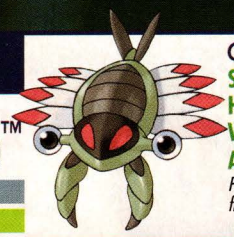
### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 135 Anorith™

ROCK
BUG

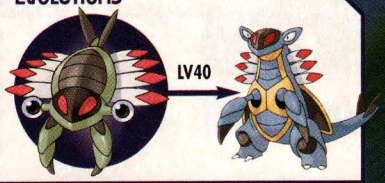


**GENERAL INFO**
**SPECIES:** Old Shrimp Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 28 lbs.
**ABILITY:** ***Battle Armor***— *Prevents the opponent Pokémon from scoring a Critical Hit.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Resurrect Claw Fossil

**STRONG AGAINST:**
NORMAL
POISON

**WEAK AGAINST:**
WATER
ROCK
STEEL

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| 07 | Harden | Normal | — | — | 30 |
| 13 | Mud Sport | Ground | — | 100 | 15 |
| 19 | Water Gun | Water | 40 | 100 | 25 |
| 25 | Metal Claw | Steel | 50 | 95 | 35 |
| 31 | Protect | Normal | — | — | 10 |
| 37 | Ancientpower | Rock | 60 | 100 | 5 |
| 43 | Fury Cutter | Bug | 10 | 95 | 20 |
| 49 | Slash | Normal | 70 | 100 | 20 |
| 55 | Rock Blast | Rock | 25 | 80 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Knock Off | Dark | 20 | 100 | 20 |
| Rock Slide | Rock | 75 | 90 | 10 |
| Rapid Spin | Normal | 20 | 100 | 40 |
| Swords Dance | Normal | — | — | 30 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 136 Armaldo™

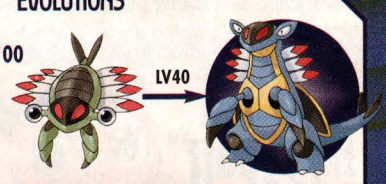
ROCK
BUG

**GENERAL INFO**
**SPECIES:** Plate Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 150 lbs.
**ABILITY:** ***Battle Armor***— *Prevents the opponent Pokémon from scoring a Critical Hit.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 100 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Anorith

**STRONG AGAINST:**
NORMAL
POISON

**WEAK AGAINST:**
WATER
ROCK
STEEL

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Harden | Normal | — | — | 30 |
| S | Mud Sport | Ground | — | 100 | 15 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 07 | Harden | Normal | — | — | 30 |
| 13 | Mud Sport | Ground | — | 100 | 15 |
| 19 | Water Gun | Water | 40 | 100 | 25 |
| 25 | Metal Claw | Steel | 50 | 95 | 35 |
| 31 | Protect | Normal | — | — | 10 |
| 37 | Ancientpower | Rock | 60 | 100 | 5 |
| 46 | Fury Cutter | Bug | 10 | 95 | 20 |
| 55 | Slash | Normal | 70 | 100 | 20 |
| 64 | Rock Blast | Rock | 25 | 80 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 137 Igglybuff™

NORMAL

**GENERAL INFO**
**SPECIES:** Balloon Pokémon
**HEIGHT:** 1'0"
**WEIGHT:** 2 lbs.
**ABILITY:** ***Cute Charm*** *— Gives the Pokémon's Physical Attacks a 30 percent chance of Attracting the opponent.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Breed from Jigglypuff

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Sing | Normal | — | 55 | 15 |
| S | Charm | Normal | — | 100 | 20 |
| 04 | Defense Curl | Normal | — | — | 40 |
| 09 | Pound | Normal | 40 | 100 | 35 |
| 14 | Sweet Kiss | Normal | — | 75 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Faint Attack | Dark | 60 | — | 20 |
| Fake Tears | Dark | — | 100 | 20 |
| Perish Song | Normal | — | 90 | 5 |
| Present | Normal | — | 90 | 15 |
| Wish | Normal | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 138 Jigglypuff™

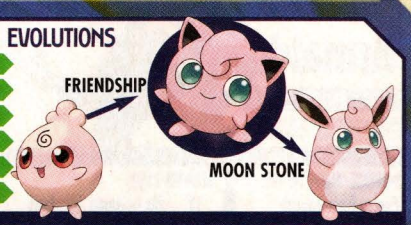
NORMAL

**GENERAL INFO**
**SPECIES:** Balloon Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 12 lbs.
**ABILITY:** ***Cute Charm*** *— Gives the Pokémon's Physical Attacks a 30 percent chance of Attracting the opponent.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Igglybuff with Friendship; Route 115

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Sing | Normal | — | 55 | 15 |
| 04 | Defense Curl | Normal | — | — | 40 |
| 09 | Pound | Normal | 40 | 100 | 35 |
| 14 | Disable | Normal | — | 55 | 20 |
| 19 | Rollout | Rock | 30 | 90 | 20 |
| 24 | Doubleslap | Normal | 15 | 85 | 10 |
| 29 | Rest | Psychic | — | — | 10 |
| 34 | Body Slam | Normal | 85 | 100 | 15 |
| 39 | Mimic | Normal | — | 100 | 10 |
| 44 | Hyper Voice | Normal | 90 | 100 | 10 |
| 49 | Double-Edge | Normal | 120 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 139 Wigglytuff™

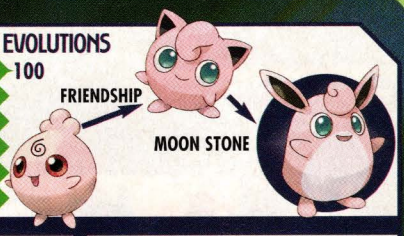
NORMAL

**GENERAL INFO**
**SPECIES:** Balloon Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 26 lbs.
**ABILITY:** ***Cute Charm*** *— Gives the Pokémon's Physical Attacks a 30 percent chance of Attracting the opponent.*

**STATS**

| | |
|---|---|
| HP | 100 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Jigglypuff with Moon Stone

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Sing | Normal | — | 55 | 15 |
| S | Disable | Normal | — | 55 | 20 |
| S | Defense Curl | Normal | — | — | 40 |
| S | Doubleslap | Normal | 15 | 85 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 140 Feebas™

WATER

**GENERAL INFO**
**SPECIES:** Fish Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 16 lbs.
**ABILITY:** ***Swift Swim*** *— Doubles the Pokémon's Speed when it rains.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 25 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Route 119

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Splash | Normal | — | — | 40 |
| 15 | Tackle | Normal | 35 | 95 | 35 |
| 30 | Flail | Normal | — | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Mirror Coat | Psychic | — | 100 | 20 |
| Dragonbreath | Dragon | 60 | 100 | 20 |
| Mud Sport | Ground | — | 100 | 15 |
| Hypnosis | Psychic | — | 60 | 20 |
| Light Screen | Psychic | — | — | 30 |
| Confuse Ray | Ghost | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 141 Milotic™

WATER

**GENERAL INFO**
**SPECIES:** Tender Pokémon
**HEIGHT:** 20'4"
**WEIGHT:** 357 lbs.
**ABILITY:** *Marvel Scale*—*Multiplies defense by 1.5 when Pokémon has a Status condition.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 75 |
| SPEED | 75 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Feebas by maxing out Beauty condition

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Water Gun | Water | 40 | 100 | 25 |
| 05 | Wrap | Normal | 15 | 85 | 20 |
| 10 | Water Sport | Water | — | 100 | 15 |
| 15 | Refresh | Normal | — | 100 | 20 |
| 20 | Water Pulse | Water | 60 | 100 | 20 |
| 25 | Twister | Dragon | 40 | 100 | 20 |
| 30 | Recover | Normal | — | — | 20 |
| 35 | Rain Dance | Water | — | — | 5 |
| 40 | Hydro Pump | Water | 120 | 80 | 5 |
| 45 | Attract | Normal | — | 100 | 15 |
| 50 | Safeguard | Normal | — | — | 25 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 142 Castform™

NORMAL

**GENERAL INFO**
**SPECIES:** Weather Pokémon
**HEIGHT:** 1'0"
**WEIGHT:** 2 lbs.
**ABILITY:** *Forecast*—*Changes the Pokémon's type and shape depending upon the weather.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Receive at Weather Institute

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 10 | Water Gun | Water | 40 | 100 | 25 |
| 10 | Ember | Fire | 40 | 100 | 25 |
| 10 | Powder Snow | Ice | 40 | 100 | 25 |
| 20 | Rain Dance | Water | — | — | 5 |
| 20 | Sunny Day | Fire | — | — | 5 |
| 20 | Hail | Ice | — | — | 10 |
| 30 | Weather Ball | Normal | 50 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Future Sight | Psychic | 80 | 90 | 15 |
| Psych Up | Normal | — | — | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 143 Staryu™

WATER

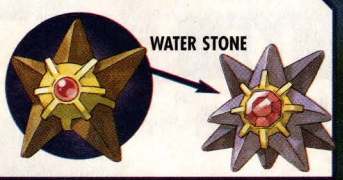
### GENERAL INFO

**SPECIES:** Star Shape Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 76 lbs.
**ABILITIES:** ***Illuminate*** *— Increases the chance of encountering wild Pokémon.*
***Natural Cure*** *— Any negative Status conditions are healed when the Pokémon is removed from battle.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Lilycove City

### STRONG AGAINST:

FIRE
WATER
ICE
STEEL

### WEAK AGAINST:

ELECTRIC
GRASS

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Harden | Normal | — | — | 30 |
| 06 | Water Gun | Water | 40 | 100 | 25 |
| 10 | Rapid Spin | Normal | 20 | 100 | 40 |
| 15 | Recover | Normal | — | — | 20 |
| 19 | Camouflage | Normal | — | 100 | 20 |
| 24 | Swift | Normal | 60 | — | 20 |
| 28 | Bubblebeam | Water | 65 | 100 | 20 |
| 33 | Minimize | Normal | — | — | 20 |
| 37 | Light Screen | Psychic | — | — | 30 |
| 42 | Cosmic Power | Normal | — | — | 20 |
| 46 | Hydro Pump | Water | 120 | 80 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 144 Starmie™

WATER
PSYCHIC

### GENERAL INFO

**SPECIES:** Mysterious Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 176 lbs.
**ABILITIES:** ***Illuminate*** *— Increases the chance of encountering wild Pokémon.*
***Natural Cure*** *— Any negative Status conditions are healed when the Pokémon is removed from battle.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 60 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 66 |
| SPEED | 100 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Staryu with Water Stone

### STRONG AGAINST:

FIRE
WATER
ICE
FIGHTING
PSYCHIC
STEEL

### WEAK AGAINST:

ELECTRIC
GRASS
BUG
GHOST
DARK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Water Gun | Water | 40 | 100 | 25 |
| S | Rapid Spin | Normal | 20 | 100 | 40 |
| S | Recover | Normal | — | — | 20 |
| S | Swift | Normal | 60 | — | 20 |
| 33 | Confuse Ray | Ghost | — | 100 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 145 Kecleon™

NORMAL

**GENERAL INFO**
**SPECIES:** Color Swap Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 49 lbs.
**ABILITY:** *Color Change*— *Changes the Pokémon's type to the type of the move that hits it.*

**STATS**
HP 50
ATTACK 75
DEFENSE 50
SP. ATTACK 50
SP. DEFENSE 75
SPEED 50

**EVOLUTIONS**

KECLEON DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Routes 118, 119, 120, 121, and 123

**STRONG AGAINST:**
GHOST

**WEAK AGAINST:**
FIGHTING

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Thief | Dark | 40 | 100 | 10 |
| S | Tail Whip | Normal | — | 100 | 30 |
| S | Astonish | Ghost | 30 | 100 | 15 |
| S | Lick | Ghost | 20 | 100 | 30 |
| S | Scratch | Normal | 40 | 100 | 35 |
| 04 | Bind | Normal | 15 | 75 | 20 |
| 07 | Faint Attack | Dark | 60 | — | 20 |
| 12 | Fury Swipes | Normal | 18 | 80 | 15 |
| 17 | Psybeam | Psychic | 65 | 100 | 20 |
| 24 | Screech | Normal | — | 85 | 40 |
| 31 | Slash | Normal | 70 | 100 | 20 |
| 40 | Substitute | Normal | — | — | 10 |
| 49 | Ancientpower | Rock | 60 | 100 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Disable | Normal | — | 55 | 20 |
| Magic Coat | Psychic | — | 100 | 15 |
| Trick | Psychic | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 146 Shuppet™

GHOST

**GENERAL INFO**
**SPECIES:** Puppet Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 5 lbs.
**ABILITY:** *Insomnia*— *Pokémon cannot be put to Sleep.*

**STATS**
HP 25
ATTACK 50
DEFENSE 25
SP. ATTACK 75
SP. DEFENSE 25
SPEED 50

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Routes 121 and 123, Mt. Pyre

**STRONG AGAINST:**
NORMAL
FLYING
POISON
BUG

**WEAK AGAINST:**
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Knock Off | Dark | 20 | 100 | 20 |
| 08 | Screech | Normal | — | 85 | 40 |
| 13 | Night Shade | Ghost | — | 100 | 15 |
| 20 | Curse | — | — | — | 10 |
| 25 | Spite | Ghost | — | 100 | 10 |
| 32 | Will-O-Wisp | Fire | — | 75 | 15 |
| 37 | Faint Attack | Dark | 60 | — | 20 |
| 44 | Shadow Ball | Ghost | 80 | 100 | 15 |
| 49 | Snatch | Dark | — | 100 | 10 |
| 56 | Grudge | Ghost | — | 100 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Disable | Normal | — | 55 | 20 |
| Destiny Bond | Ghost | — | — | 5 |
| Foresight | Normal | — | 100 | 40 |
| Astonish | Ghost | 30 | 100 | 15 |
| Imprison | Psychic | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 147 Banette™

GHOST

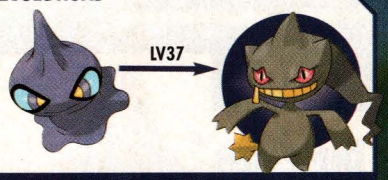
## GENERAL INFO

**SPECIES:** Marionette Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 28 lbs.
**ABILITY:** *Insomnia*— *Pokémon cannot be put to Sleep.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Evolve from Shuppet; Sky Pillar

## STRONG AGAINST:

NORMAL
FLYING
POISON
BUG

## WEAK AGAINST:

GHOST
DARK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Knock Off | Dark | 20 | 100 | 20 |
| S | Screech | Normal | — | 85 | 40 |
| S | Night Shade | Ghost | — | 100 | 15 |
| S | Curse | — | — | — | 10 |
| 08 | Screech | Normal | — | 85 | 40 |
| 13 | Night Shade | Ghost | — | 100 | 15 |
| 20 | Curse | — | — | — | 10 |
| 25 | Spite | Ghost | — | 100 | 10 |
| 32 | Will-O-Wisp | Fire | — | 75 | 15 |
| 39 | Faint Attack | Dark | 60 | — | 20 |
| 48 | Shadow Ball | Ghost | 80 | 100 | 15 |
| 55 | Snatch | Dark | — | 100 | 10 |
| 64 | Grudge | Ghost | — | 100 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 148 Duskull™

GHOST

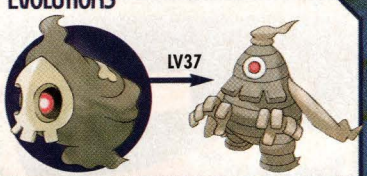
## GENERAL INFO

**SPECIES:** Requiem Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 33 lbs.
**ABILITY:** *Levitate*— *Pokémon is not affected by Ground-type Moves.*

## STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Mt. Pyre

## STRONG AGAINST:

NORMAL
FLYING
POISON
BUG

## WEAK AGAINST:

GHOST
DARK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Leer | Normal | — | 100 | 30 |
| S | Night Shade | Ghost | — | 100 | 15 |
| 05 | Disable | Normal | — | 55 | 20 |
| 12 | Foresight | Normal | — | 100 | 40 |
| 16 | Astonish | Ghost | 30 | 100 | 15 |
| 23 | Confuse Ray | Ghost | — | 100 | 10 |
| 27 | Pursuit | Dark | 40 | 100 | 20 |
| 34 | Curse | — | — | — | 10 |
| 38 | Will-O-Wisp | Fire | — | 75 | 15 |
| 45 | Mean Look | Normal | — | 100 | 5 |
| 49 | Future Sight | Psychic | 80 | 90 | 15 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Imprison | Psychic | — | 100 | 15 |
| Destiny Bond | Ghost | — | — | 5 |
| Grudge | Ghost | — | 100 | 5 |
| Memento | Dark | — | 100 | 10 |
| Faint Attack | Dark | 60 | — | 20 |
| Pain Split | Normal | — | 100 | 60 |

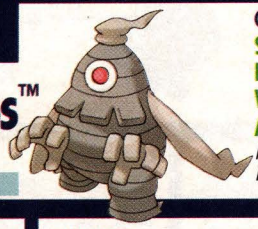
## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 149 Dusclops™

GHOST



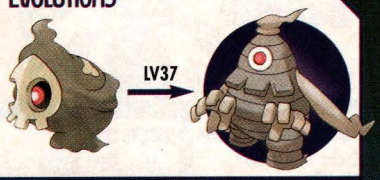
### GENERAL INFO

**SPECIES:** Beckon Pokémon
**HEIGHT:** 5'3"
**WEIGHT:** 67 lbs.
**ABILITY:** ***Pressure*** — *When hit by a move, the opponent's Pokémon loses 2 PP.*

### STATS

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 75 |
| SPEED | 25 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Evolve from Duskull

### STRONG AGAINST:

NORMAL
FLYING
POISON
BUG

### WEAK AGAINST:

GHOST
DARK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Leer | Normal | — | 100 | 30 |
| S | Night Shade | Ghost | — | 100 | 15 |
| S | Disable | Normal | — | 55 | 20 |
| 05 | Disable | Normal | — | 55 | 20 |
| 12 | Foresight | Normal | — | 100 | 40 |
| 16 | Astonish | Ghost | 30 | 100 | 15 |
| 23 | Confuse Ray | Ghost | — | 100 | 10 |
| 27 | Pursuit | Dark | 40 | 100 | 20 |
| 34 | Curse | — | — | — | 10 |
| 37 | Shadow Ball | Ghost | 60 | — | 20 |
| 41 | Will-O-Wisp | Fire | — | 75 | 15 |
| 51 | Mean Look | Normal | — | 100 | 5 |
| 58 | Future Sight | Psychic | 80 | 90 | 15 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 150 Tropius™

GRASS
FLYING

### GENERAL INFO

**SPECIES:** Fruit Pokémon
**HEIGHT:** 6'7"
**WEIGHT:** 221 lbs.
**ABILITY:** ***Chlorophyll*** — *Doubles the Pokémon's Speed when it is sunny.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

TROPIUS DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Route 119

### STRONG AGAINST:

WATER
GRASS
FIGHTING
GROUND

### WEAK AGAINST:

FIRE
ICE
POISON
FLYING
ROCK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Leer | Normal | — | 100 | 30 |
| S | Gust | Flying | 40 | 100 | 35 |
| 07 | Growth | Normal | — | — | 40 |
| 11 | Razor Leaf | Grass | 55 | 95 | 25 |
| 17 | Stomp | Normal | 65 | 100 | 20 |
| 21 | Sweet Scent | Normal | — | 100 | 20 |
| 27 | Whirlwind | Normal | — | 100s | 20 |
| 31 | Magical Leaf | Grass | 60 | — | 20 |
| 37 | Body Slam | Normal | 85 | 100 | 15 |
| 41 | Solarbeam | Grass | 120 | 100 | 10 |
| 47 | Synthesis | Grass | — | — | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM09 | Bullet Seed | Grass | 10 | 100 | 30 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Headbutt | Normal | 70 | 100 | 15 |
| Slam | Normal | 80 | 75 | 20 |
| Razor Wind | Normal | 80 | 100 | 10 |
| Leech Seed | Grass | — | 90 | 10 |
| Nature Power | Normal | — | 95 | 20 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 151 Chimecho™

PSYCHIC

**GENERAL INFO**
**SPECIES:** Wind Chime Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 2 lbs.
**ABILITY:** ***Levitate*** *— Pokémon is not affected by Ground-type Moves.*

**STATS**
HP 50
ATTACK 50
DEFENSE 50
SP. ATTACK 25
SP. DEFENSE 25
SPEED 25

**EVOLUTIONS**

CHIMECHO DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Mt. Pyre

**STRONG AGAINST:**
FIRE
PSYCHIC
GROUND

**WEAK AGAINST:**
BUG
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Wrap | Normal | 15 | 85 | 20 |
| 06 | Growl | Normal | — | 100 | 40 |
| 09 | Astonish | Ghost | 30 | 100 | 15 |
| 14 | Confusion | Psychic | 50 | 100 | 25 |
| 17 | Take Down | Normal | 90 | 85 | 20 |
| 22 | Uproar | Normal | 50 | 100 | 10 |
| 25 | Yawn | Normal | — | 100 | 10 |
| 30 | Psywave | Psychic | — | 80 | 15 |
| 33 | Double-Edge | Normal | 120 | 100 | 15 |
| 38 | Heal Bell | Normal | — | — | 5 |
| 41 | Safeguard | Normal | — | — | 25 |
| 46 | Psychic | Psychic | 90 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Disable | Normal | — | 55 | 20 |
| Curse | — | — | — | 10 |
| Hypnosis | Psychic | — | 60 | 20 |
| Dream Eater | Psychic | 100 | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 152 Absol™

DARK

**GENERAL INFO**
**SPECIES:** Disaster Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 104 lbs.
**ABILITY:** ***Pressure*** *— When hit by a move, the opponent's Pokémon loses 2 PP.*

**STATS**
HP 50
ATTACK 100
DEFENSE 50
SP. ATTACK 75
SP. DEFENSE 50
SPEED 50

**EVOLUTIONS**

ABSOL DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Route 120

**STRONG AGAINST:**
PSYCHIC
GHOST
DARK

**WEAK AGAINST:**
FIGHTING
BUG

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Scratch | Normal | 40 | 100 | 35 |
| 05 | Leer | Normal | — | 100 | 30 |
| 09 | Taunt | Dark | — | 100 | 20 |
| 13 | Quick Attack | Normal | 40 | 100 | 30 |
| 17 | Razor Wind | Normal | 80 | 100 | 10 |
| 21 | Bite | Dark | 60 | 100 | 25 |
| 26 | Swords Dance | Normal | — | — | 30 |
| 31 | Double Team | Normal | — | — | 15 |
| 36 | Slash | Normal | 70 | 100 | 20 |
| 41 | Future Sight | Psychic | 80 | 90 | 15 |
| 46 | Perish Song | Normal | — | — | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Baton Pass | Normal | — | — | 40 |
| Faint Attack | Dark | 60 | — | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Magic Coat | Psychic | — | 100 | 15 |
| Curse | — | — | — | 10 |
| Substitute | Normal | — | — | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge* | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Swords Dance* | Normal | — | — | 30 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 153 Vulpix™

FIRE

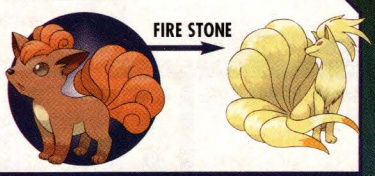
## GENERAL INFO

**SPECIES:** Fox Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 22 lbs.
**ABILITY:** ***Flash Fire*** — *The Pokémon's Attack is increased a point when a Fire-type Move hits the Pokémon.*

## STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Mt. Pyre

## STRONG AGAINST:

FIRE
GRASS
ICE
BUG
STEEL

## WEAK AGAINST:

WATER
GROUND
ROCK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Ember | Fire | 40 | 100 | 25 |
| 05 | Tail Whip | Normal | — | 100 | 30 |
| 09 | Roar | Normal | — | 100 | 20 |
| 13 | Quick Attack | Normal | 40 | 100 | 30 |
| 17 | Will-O-Wisp | Fire | — | 75 | 15 |
| 21 | Confuse Ray | Ghost | — | 100 | 10 |
| 25 | Imprison | Psychic | — | 100 | 15 |
| 29 | Flamethrower | Fire | 95 | 100 | 15 |
| 33 | Safeguard | Normal | — | — | 25 |
| 37 | Grudge | Ghost | — | 100 | 5 |
| 41 | Fire Spin | Fire | 15 | 70 | 15 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Faint Attack | Dark | 60 | — | 20 |
| Hypnosis | Psychic | — | 60 | 20 |
| Flail | Normal | — | 100 | 15 |
| Disable | Normal | — | 55 | 20 |
| Howl | Normal | — | — | 40 |
| Psych Up | Normal | — | — | 10 |
| Heat Wave | Fire | 100 | 90 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 154 Ninetales

FIRE

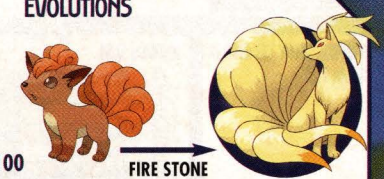
## GENERAL INFO

**SPECIES:** Fox Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 44 lbs.
**ABILITY:** ***Flash Fire*** — *The Pokémon's Attack is increased a point when a Fire-type Move hits the Pokémon.*

## STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 100 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Evolve from Vulpix with Fire Stone

## STRONG AGAINST:

FIRE
GRASS
ICE
BUG
STEEL

## WEAK AGAINST:

WATER
GROUND
ROCK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Ember | Fire | 40 | 100 | 25 |
| S | Quick Attack | Normal | 40 | 100 | 30 |
| S | Confuse Ray | Ghost | — | 100 | 10 |
| S | Safeguard | Normal | — | — | 25 |
| 45 | Fire Spin | Fire | 15 | 70 | 15 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 155 Pichu™

ELECTRIC

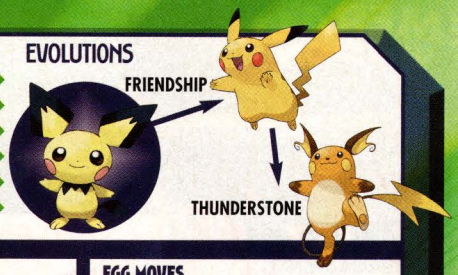
### GENERAL INFO

**SPECIES:** Tiny Mouse Pokémon
**HEIGHT:** 1'0"
**WEIGHT:** 4 lbs.
**ABILITY:** ***Static***—*Gives the Pokémon's Physical Attacks a 30 percent chance of inflicting Paralysis on the opponent.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

### EVOLUTIONS




### WHERE/HOW TO CATCH

Breed from Pikachu

### STRONG AGAINST:

ELECTRIC
FLYING
STEEL

### WEAK AGAINST:

GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Thundershock | Electric | 40 | 100 | 30 |
| S | Charm | Normal | — | 100 | 20 |
| 06 | Tail Whip | Normal | — | 100 | 30 |
| 08 | Thunder Wave | Electric | — | 100 | 20 |
| 11 | Sweet Kiss | Normal | — | 75 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Reversal | Fighting | — | 100 | 15 |
| Bide | Normal | — | 100 | 10 |
| Encore | Normal | — | 100 | 5 |
| Doubleslap | Normal | 15 | 85 | 10 |
| Charge | Electric | — | 100 | 20 |
| Present | Normal | — | 90 | 15 |
| Wish | Normal | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Metronome | Normal | — | 100 | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 156 Pikachu™

ELECTRIC

### GENERAL INFO

**SPECIES:** Mouse Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 13 lbs.
**ABILITY:** ***Static***—*Gives the Pokémon's Physical Attacks a 30 percent chance of inflicting Paralysis on the opponent.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Pichu with Friendship; Safari Zone

### STRONG AGAINST:

ELECTRIC
FLYING
STEEL

### WEAK AGAINST:

GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Thundershock | Electric | 40 | 100 | 30 |
| S | Growl | Normal | — | 100 | 40 |
| 06 | Tail Whip | Normal | — | 100 | 30 |
| 08 | Thunder Wave | Electric | — | 100 | 20 |
| 11 | Quick Attack | Normal | 40 | 100 | 30 |
| 15 | Double Team | Normal | — | — | 15 |
| 20 | Slam | Normal | 80 | 75 | 20 |
| 26 | Thunderbolt | Electric | 95 | 100 | 15 |
| 33 | Agility | Psychic | — | — | 30 |
| 41 | Thunder | Electric | 120 | 70 | 10 |
| 50 | Light Screen | Psychic | — | — | 30 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 157 Raichu™

ELECTRIC

**GENERAL INFO**
**SPECIES:** Mouse Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 66 lbs.
**ABILITY:** ***Static***—*Gives the Pokémon's Physical Attacks a 30 percent chance of inflicting Paralysis on the opponent.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 100 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Pikachu with Thunder Stone

**STRONG AGAINST:**
ELECTRIC
FLYING
STEEL

**WEAK AGAINST:**
GROUND

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Thundershock | Electric | 40 | 100 | 30 |
| S | Tail Whip | Normal | — | 100 | 30 |
| S | Quick Attack | Normal | 40 | 100 | 30 |
| S | Thunderbolt | Electric | 95 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 158 Psyduck™

WATER

**GENERAL INFO**
**SPECIES:** Duck Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 43 lbs.
**ABILITIES:** ***Damp***—*Prevents opponent Pokémon from using either Explosion or Selfdestruct.*
***Cloud Nine***—*Causes weather effects to disappear.*

**STATS**

| | |
|---|---|
| HP | 30 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 30 |
| SPEED | 30 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Safari Zone

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Water Sport | Water | — | 100 | 15 |
| S | Scratch | Normal | 40 | 100 | 35 |
| 05 | Tail Whip | Normal | — | 100 | 30 |
| 10 | Disable | Normal | — | 55 | 20 |
| 16 | Confusion | Psychic | 50 | 100 | 25 |
| 23 | Screech | Normal | — | 85 | 40 |
| 31 | Psych Up | Normal | — | — | 10 |
| 40 | Fury Swipes | Normal | 18 | 80 | 15 |
| 50 | Hydro Pump | Water | 120 | 80 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Hypnosis | Psychic | — | 60 | 20 |
| Psybeam | Psychic | 65 | 100 | 20 |
| Foresight | Normal | — | 100 | 40 |
| Light Screen | Psychic | — | — | 30 |
| Future Sight | Psychic | 80 | 90 | 15 |
| Psychic | Psychic | 90 | 100 | 10 |
| Refresh | Normal | — | 100 | 20 |
| Cross Chop | Fighting | 100 | 80 | 5 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 159 Golduck™

WATER

## GENERAL INFO

**SPECIES:** Duck Pokémon
**HEIGHT:** 5'7"
**WEIGHT:** 169 lbs.

**ABILITIES:** ***Damp*** — *Prevents opponent Pokémon from using either Explosion or Selfdestruct.*
***Cloud Nine*** — *Causes weather effects to disappear.*

## STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

## EVOLUTIONS

## WHERE/HOW TO CATCH

Evolve from Psyduck; Safari Zone

## STRONG AGAINST:

FIRE
WATER
ICE
STEEL

## WEAK AGAINST:

ELECTRIC
GRASS

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Water Sport | Water | — | 100 | 15 |
| S | Scratch | Normal | 40 | 100 | 35 |
| S | Tail Whip | Normal | — | 100 | 30 |
| S | Disable | Normal | — | 55 | 20 |
| 05 | Tail Whip | Normal | — | 100 | 30 |
| 10 | Disable | Normal | — | 55 | 20 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 16 | Confusion | Psychic | 50 | 100 | 25 |
| 23 | Screech | Normal | — | 85 | 40 |
| 31 | Psych Up | Normal | — | — | 10 |
| 44 | Fury Swipes | Normal | 18 | 80 | 15 |
| 58 | Hydro Pump | Water | 120 | 80 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

# 160 Wynaut™

PSYCHIC

## GENERAL INFO

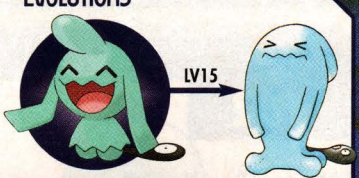
**SPECIES:** Bright Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 31 lbs.

**ABILITY:** ***Shadow Tag*** — *The opponent Pokémon cannot run or switch out from the battle.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 25 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Mirage Island and Lavaridge Town

## STRONG AGAINST:

FIGHTING
PSYCHIC

## WEAK AGAINST:

BUG
GHOST
DARK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Splash | Normal | — | — | 40 |
| S | Charm | Normal | — | 100 | 20 |
| S | Encore | Normal | — | 100 | 5 |
| 15 | Counter | Fighting | — | 100 | 20 |

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 15 | Mirror Coat | Psychic | — | 100 | 20 |
| 15 | Safeguard | Normal | — | — | 25 |
| 15 | Destiny Bond | Ghost | — | — | 5 |

## TM/HM LIST

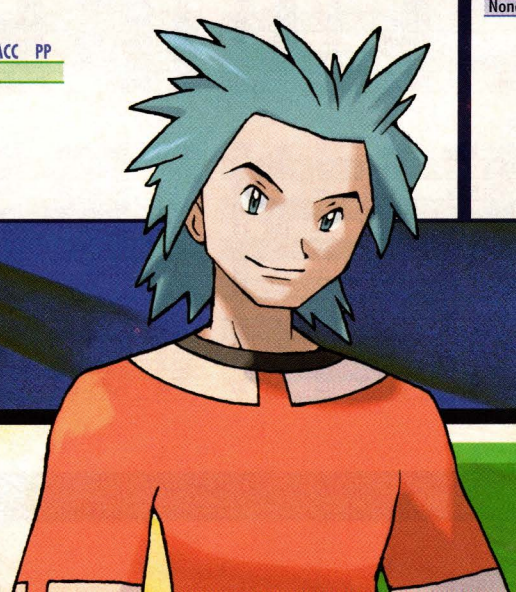
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| None | | | | | |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |



## 161 Wobbuffet™

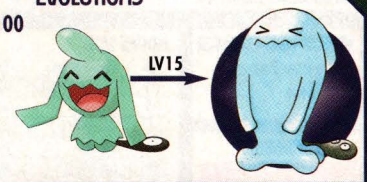
PSYCHIC

**GENERAL INFO**
**SPECIES:** Patient Pokémon
**HEIGHT:** 4'3"
**WEIGHT:** 63 lbs.
**ABILITY:** *Shadow Tag*—*The opponent Pokémon cannot run or switch out from the battle.*

**STATS**

| | |
|---|---|
| HP | 100 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Wynaut; Safari Zone

**STRONG AGAINST:**
FIGHTING
PSYCHIC

**WEAK AGAINST:**
BUG
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Counter | Fighting | — | 100 | 20 |
| S | Mirror Coat | Psychic | — | 100 | 20 |
| S | Safeguard | Normal | — | — | 25 |
| S | Destiny Bond | Ghost | — | — | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| None | | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

## 162 Natu™

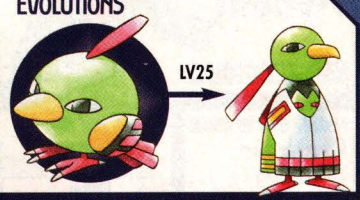
PSYCHIC
FLYING

**GENERAL INFO**
**SPECIES:** Tiny Bird Pokémon
**HEIGHT:** 0'8"
**WEIGHT:** 4 lbs.
**ABILITIES:** ***Synchronize***—*Shares the Pokémon's Poison, Paralysis, or Burn condition with the opponent Pokémon.*
***Early Bird***—*The Pokémon recovers from Sleep earlier.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Safari Zone

**STRONG AGAINST:**
GRASS
PSYCHIC
GROUND
FIGHTING

**WEAK AGAINST:**
ELECTRIC
ICE
ROCK
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Leer | Normal | — | 100 | 30 |
| 10 | Night Shade | Ghost | — | 100 | 15 |
| 20 | Teleport | Psychic | — | — | 20 |
| 30 | Wish | Normal | — | 100 | 10 |
| 30 | Future Sight | Psychic | 80 | 90 | 15 |
| 40 | Confuse Ray | Ghost | — | 100 | 10 |
| 50 | Psychic | Psychic | 90 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Haze | Ice | — | — | 30 |
| Drill Peck | Flying | 80 | 100 | 20 |
| Quick Attack | Normal | 40 | 100 | 30 |
| Steel Wing | Steel | 70 | 90 | 25 |
| Refresh | Normal | — | 100 | 20 |
| Faint Attack | Dark | 60 | — | 20 |
| Psych Up | Normal | — | — | 10 |
| Featherdance | Flying | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 163 Xatu™

PSYCHIC
FLYING

**GENERAL INFO**
**SPECIES:** Mystic Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 33 lbs.
**ABILITIES:** ***Synchronize*** — *Shares the Pokémon's Poison, Paralysis, or Burn condition with the opponent Pokémon.*
***Early Bird*** — *The Pokémon recovers from Sleep earlier.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 66 |
| SPEED | 100 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Natu; Safari Zone

**STRONG AGAINST:**
GRASS
PSYCHIC
GROUND
FIGHTING

**WEAK AGAINST:**
ELECTRIC
ICE
ROCK
GHOST
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Peck | Flying | 35 | 100 | 35 |
| S | Leer | Normal | — | 100 | 30 |
| 10 | Night Shade | Ghost | — | 100 | 15 |
| 20 | Teleport | Psychic | — | — | 20 |
| 35 | Wish | Normal | — | 100 | 10 |
| 35 | Future Sight | Psychic | 80 | 90 | 15 |
| 50 | Confuse Ray | Ghost | — | 100 | 10 |
| 65 | Psychic | Psychic | 90 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM19 | Giga Drain | Grass | 60 | 100 | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |

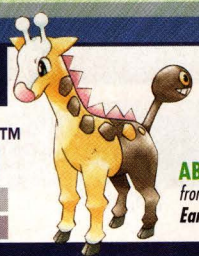
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 164 Girafarig™

NORMAL
PSYCHIC



**GENERAL INFO**
**SPECIES:** Long Neck Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 91 lbs.
**ABILITIES:** ***Inner Focus*** — *Prevents the Pokémon from Flinching.*
***Early Bird*** — *The Pokémon recovers from Sleep earlier.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

**EVOLUTIONS**

GIRAFARIG DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Safari Zone

**STRONG AGAINST:**
PSYCHIC
GHOST

**WEAK AGAINST:**
BUG
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| 07 | Astonish | Ghost | 30 | 100 | 15 |
| 13 | Confusion | Psychic | 50 | 100 | 25 |
| 19 | Stomp | Normal | 65 | 100 | 20 |
| 25 | Odor Sleuth | Normal | — | 100 | 40 |
| 31 | Agility | Psychic | — | — | 30 |
| 37 | Baton Pass | Normal | — | — | 40 |
| 43 | Psybeam | Psychic | 65 | 100 | 20 |
| 49 | Crunch | Dark | 80 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Take Down | Normal | 90 | 85 | 20 |
| Amnesia | Psychic | — | — | 20 |
| Foresight | Normal | — | 100 | 40 |
| Future Sight | Psychic | 80 | 90 | 15 |
| Psych Up | Normal | — | — | 10 |
| Beat Up | Dark | 10 | 100 | 10 |
| Wish | Normal | — | 100 | 10 |
| Magic Coat | Psychic | — | 100 | 15 |

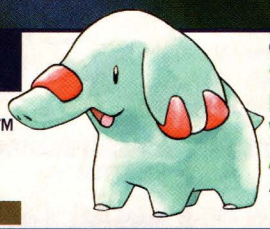
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 165 Phanpy™

GROUND

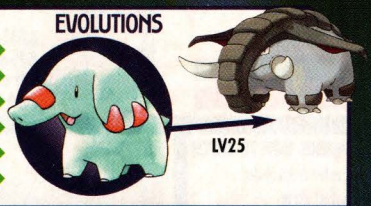


**GENERAL INFO**
**SPECIES:** Long Nose Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 74 lbs.
**ABILITY:** ***Pickup*** — *Pokémon may find an Item at the end of the battle.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Safari Zone

**STRONG AGAINST:**
ELECTRIC
POISON
ROCK

**WEAK AGAINST:**
WATER
GRASS
ICE

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Odor Sleuth | Normal | — | 100 | 40 |
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Growl | Normal | — | 100 | 40 |
| 09 | Defense Curl | Normal | — | — | 40 |
| 17 | Flail | Normal | — | 100 | 15 |
| 25 | Take Down | Normal | 90 | 85 | 20 |
| 33 | Rollout | Rock | 30 | 90 | 20 |
| 41 | Endure | Normal | — | — | 10 |
| 49 | Double-Edge | Normal | 120 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Focus Energy | Normal | — | — | 30 |
| Body Slam | Normal | 85 | 100 | 15 |
| Ancientpower | Rock | 60 | 100 | 5 |
| Snore | Normal | 40 | 100 | 15 |
| Counter | Fighting | — | 100 | 20 |
| Fissure | Ground | — | 30 | 5 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 166 Donphan™

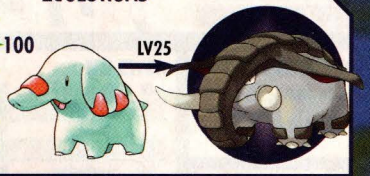
GROUND

**GENERAL INFO**
**SPECIES:** Armor Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 265 lbs.
**ABILITY:** ***Sturdy*** — *One hit KO moves have no effect.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Phanpy

**STRONG AGAINST:**
ELECTRIC
POISON
ROCK

**WEAK AGAINST:**
WATER
GRASS
ICE

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Odor Sleuth | Normal | — | 100 | 40 |
| S | Horn Attack | Normal | 65 | 100 | 25 |
| S | Growl | Normal | — | 100 | 40 |
| 09 | Defense Curl | Normal | — | — | 40 |
| 17 | Flail | Normal | — | 100 | 15 |
| 25 | Fury Attack | Normal | 15 | 85 | 20 |
| 33 | Rollout | Rock | 30 | 90 | 20 |
| 41 | Rapid Spin | Normal | 20 | 100 | 40 |
| 49 | Earthquake | Ground | 100 | 100 | 10 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 167 Pinsir™

BUG

### GENERAL INFO

**SPECIES:** Stag Beetle Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 121 lbs.
**ABILITY:** ***Hyper Cutter*** — *Pokémon's Attack Power cannot be lowered.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

### EVOLUTIONS

PINSIR DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Safari Zone

**STRONG AGAINST:**
GRASS
FIGHTING
GROUND

**WEAK AGAINST:**
FIRE
FLYING
ROCK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Vicegrip | Normal | 55 | 100 | 30 |
| S | Focus Energy | Normal | — | — | 30 |
| 07 | Bind | Normal | 15 | 75 | 20 |
| 13 | Seismic Toss | Fighting | — | 100 | 20 |
| 19 | Harden | Normal | — | — | 30 |
| 25 | Revenge | Fighting | 60 | 100 | 10 |
| 31 | Brick Break | Fighting | 75 | 100 | 15 |
| 37 | Guillotine | Normal | — | 30 | 5 |
| 43 | Submission | Fighting | 80 | 80 | 25 |
| 49 | Swords Dance | Normal | — | — | 30 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Fury Attack | Normal | 15 | 85 | 20 |
| False Swipe | Normal | 40 | 100 | 40 |
| Flail | Normal | — | 100 | 15 |
| Faint Attack | Dark | 60 | — | 20 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

## 168 Heracross™

BUG
FIGHTING

### GENERAL INFO

**SPECIES:** Single Horn Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 120 lbs.
**ABILITIES:** ***Swarm*** — *When the Pokémon's HP falls below 1/3, the power of Bug-type Moves increases 1.5x.*
***Guts*** — *The Pokémon's Attack Power rises 1.5x when inflicted with a Status condition.*

### STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

### EVOLUTIONS

HERACROSS DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Safari Zone

**STRONG AGAINST:**
GRASS
FIGHTING
GROUND

**WEAK AGAINST:**
FIRE
FLYING
ROCK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Leer | Normal | — | 100 | 30 |
| 06 | Horn Attack | Normal | 65 | 100 | 25 |
| 11 | Endure | Normal | — | — | 10 |
| 17 | Fury Attack | Normal | 15 | 85 | 20 |
| 23 | Brick Break | Fighting | 75 | 100 | 15 |
| 30 | Counter | Fighting | — | 100 | 20 |
| 37 | Take Down | Normal | 90 | 85 | 20 |
| 45 | Reversal | Fighting | — | 100 | 15 |
| 53 | Megahorn | Bug | 120 | 85 | 10 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Harden | Normal | — | — | 30 |
| False Swipe | Normal | 40 | 100 | 40 |
| Bide | Normal | 15 | 75 | 20 |
| Flail | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 169 Rhyhorn™

GROUND / ROCK

## GENERAL INFO

**SPECIES:** Spikes Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 256 lbs.
**ABILITIES:** ***Lightningrod*** — *Draws all Electric-type Moves to itself.*
***Rock Head*** — *Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*

## STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

## EVOLUTIONS

**WHERE/HOW TO CATCH**
Safari Zone

**STRONG AGAINST:**
NORMAL
FIRE
ELECTRIC
POISON
FLYING
ROCK

**WEAK AGAINST:**
WATER
GRASS
ICE
FIGHTING
GROUND
STEEL

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Horn Attack | Normal | 65 | 100 | 25 |
| S | Tail Whip | Normal | — | 100 | 30 |
| 10 | Stomp | Normal | 65 | 100 | 20 |
| 15 | Fury Attack | Normal | 15 | 85 | 20 |
| 24 | Scary Face | Normal | — | 90 | 10 |
| 29 | Rock Blast | Rock | 25 | 80 | 10 |
| 38 | Horn Drill | Normal | — | 30 | 5 |
| 43 | Take Down | Normal | 90 | 85 | 20 |
| 52 | Earthquake | Ground | 100 | 100 | 10 |
| 57 | Megahorn | Bug | 120 | 85 | 10 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Crunch | Dark | 80 | 100 | 15 |
| Reversal | Fighting | — | 100 | 15 |
| Rock Slide | Rock | 75 | 90 | 10 |
| Counter | Fighting | — | 100 | 20 |
| Magnitude | Ground | — | 100 | 30 |
| Swords Dance | Normal | — | — | 30 |
| Curse | — | — | — | 10 |
| Crush Claw | Normal | 75 | 95 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |

*Battle Frontier tutor move

# 170 Rhydon™

GROUND / ROCK

## GENERAL INFO

**SPECIES:** Drill Pokémon
**HEIGHT:** 6'3"
**WEIGHT:** 256 lbs.
**ABILITIES:** ***Lightningrod*** — *Draws all Electric-type Moves to itself.*
***Rock Head*** — *Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*

## STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 33 |
| SP. DEFENSE | 33 |
| SPEED | 33 |

## EVOLUTIONS

**WHERE/HOW TO CATCH**
Evolve from Rhyhorn

**STRONG AGAINST:**
NORMAL
FIRE
ELECTRIC
POISON
FLYING
ROCK

**WEAK AGAINST:**
WATER
GRASS
ICE
FIGHTING
GROUND
STEEL

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Horn Attack | Normal | 65 | 100 | 25 |
| S | Tail Whip | Normal | — | 100 | 30 |
| S | Stomp | Normal | 65 | 100 | 20 |
| S | Fury Attack | Normal | 15 | 85 | 20 |
| 10 | Stomp | Normal | 65 | 100 | 20 |
| 15 | Fury Attack | Normal | 15 | 85 | 20 |
| 24 | Scary Face | Normal | — | 90 | 10 |
| 29 | Rock Blast | Rock | 25 | 80 | 10 |
| 38 | Horn Drill | Normal | — | 30 | 5 |
| 46 | Take Down | Normal | 90 | 85 | 20 |
| 58 | Earthquake | Ground | 100 | 100 | 10 |
| 66 | Megahorn | Bug | 120 | 85 | 10 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM46 | Thief | Dark | 40 | 100 | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swords Dance* | Normal | — | — | 30 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 171 Snorunt™

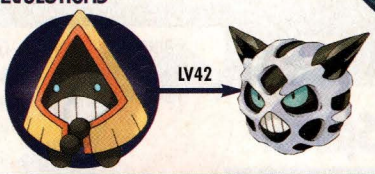
ICE

**GENERAL INFO**
**SPECIES:** Snow Hat Pokémon
**HEIGHT:** 2'4"
**WEIGHT:** 37 lbs.
**ABILITY:** *Inner Focus*—
*Prevents the Pokémon from Flinching.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 25 |
| DEFENSE | 50 |
| SP. ATTACK | 25 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Shoal Cave

**STRONG AGAINST:**
ICE

**WEAK AGAINST:**
FIRE
FIGHTING
ROCK
STEEL

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Powder Snow | Ice | 40 | 100 | 25 |
| S | Leer | Normal | — | 100 | 30 |
| 07 | Double Team | Normal | — | — | 15 |
| 10 | Bite | Dark | 60 | 100 | 25 |
| 16 | Icy Wind | Ice | 55 | 95 | 15 |
| 19 | Headbutt | Normal | 70 | 100 | 15 |
| 25 | Protect | Normal | — | — | 10 |
| 28 | Crunch | Dark | 80 | 100 | 15 |
| 34 | Ice Beam | Ice | 95 | 100 | 10 |
| 37 | Hail | Ice | — | — | 10 |
| 43 | Blizzard | Ice | 120 | 70 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Block | Normal | — | 100 | 5 |
| Spikes | Ground | — | — | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 172 Glalie™

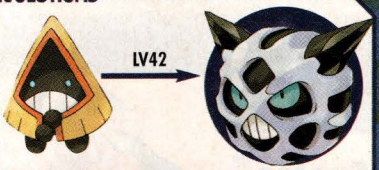
ICE

**GENERAL INFO**
**SPECIES:** Face Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 566 lbs.
**ABILITY:** *Inner Focus*—
*Prevents the Pokémon from Flinching.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Snorunt

**STRONG AGAINST:**
ICE

**WEAK AGAINST:**
FIRE
FIGHTING
ROCK
STEEL

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Powder Snow | Ice | 40 | 100 | 25 |
| S | Leer | Normal | — | 100 | 30 |
| S | Double Team | Normal | — | — | 15 |
| S | Bite | Dark | 60 | 100 | 25 |
| 07 | Double Team | Normal | — | — | 15 |
| 10 | Bite | Dark | 60 | 100 | 25 |
| 16 | Icy Wind | Ice | 55 | 95 | 15 |
| 19 | Headbutt | Normal | 70 | 100 | 15 |
| 25 | Protect | Normal | — | — | 10 |
| 28 | Crunch | Dark | 80 | 100 | 15 |
| 34 | Ice Beam | Ice | 95 | 100 | 10 |
| 42 | Hail | Ice | — | — | 10 |
| 53 | Blizzard | Ice | 120 | 70 | 5 |
| 61 | Sheer Cold | Ice | — | 30 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 173 Spheal™

ICE
WATER

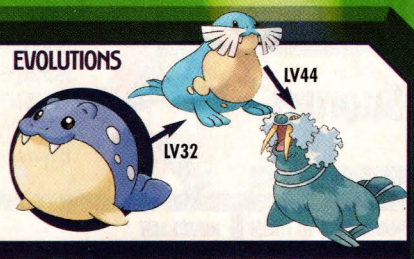
## GENERAL INFO

**SPECIES:** Clap Pokémon
**HEIGHT:** 2'7"
**WEIGHT:** 87 lbs.
**ABILITY:** ***Thick Fat*** — *Fire- and Ice-type Moves inflict only 50 percent of the damage.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Shoal Cave

## STRONG AGAINST:

WATER
ICE
FIRE

## WEAK AGAINST:

ELECTRIC
GRASS
FIGHTING
ROCK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Powder Snow | Ice | 40 | 100 | 25 |
| S | Growl | Normal | — | 100 | 40 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 07 | Encore | Normal | — | 100 | 5 |
| 13 | Ice Ball | Ice | 30 | 90 | 20 |
| 19 | Body Slam | Normal | 85 | 100 | 15 |
| 25 | Aurora Beam | Ice | 65 | 100 | 20 |
| 31 | Hail | Ice | — | — | 10 |
| 37 | Rest | Psychic | — | — | 10 |
| 37 | Snore | Normal | 40 | 100 | 15 |
| 43 | Blizzard | Ice | 120 | 70 | 5 |
| 49 | Sheer Cold | Ice | — | 30 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Water Sport | Water | — | 100 | 15 |
| Stockpile | Normal | — | — | 10 |
| Swallow | Normal | — | — | 10 |
| Spit Up | Normal | 100 | 100 | 10 |
| Yawn | Normal | — | 100 | 10 |
| Rock Slide | Rock | 75 | 90 | 10 |
| Curse | — | — | — | 10 |
| Fissure | Ground | — | 30 | 5 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 174 Sealeo™

ICE
WATER

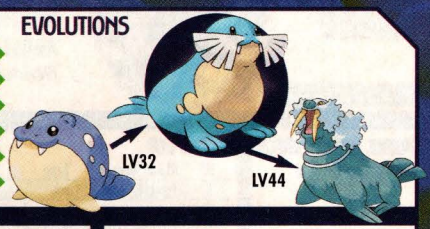
## GENERAL INFO

**SPECIES:** Ball Roll Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 193 lbs.
**ABILITY:** ***Thick Fat*** — *Fire- and Ice-type Moves inflict only 50 percent of the damage.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




## WHERE/HOW TO CATCH

Evolve from Spheal

## STRONG AGAINST:

WATER
ICE
FIRE

## WEAK AGAINST:

ELECTRIC
GRASS
FIGHTING
ROCK

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Powder Snow | Ice | 40 | 100 | 25 |
| S | Growl | Normal | — | 100 | 40 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 07 | Encore | Normal | — | 100 | 5 |
| 13 | Ice Ball | Ice | 30 | 90 | 20 |
| 19 | Body Slam | Normal | 85 | 100 | 15 |
| 25 | Aurora Beam | Ice | 65 | 100 | 20 |
| 31 | Hail | Ice | — | — | 10 |
| 39 | Rest | Psychic | — | — | 10 |
| 39 | Snore | Normal | 40 | 100 | 15 |
| 47 | Blizzard | Ice | 120 | 70 | 5 |
| 55 | Sheer Cold | Ice | — | 30 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 175 Walrein™

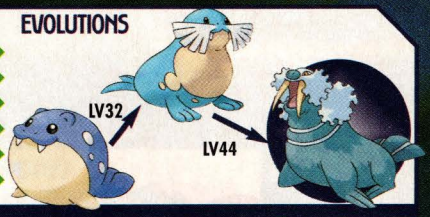
ICE
WATER

**GENERAL INFO**
**SPECIES:** Ice Break Pokémon
**HEIGHT:** 4'7"
**WEIGHT:** 332 lbs.
**ABILITY:** ***Thick Fat*** — *Fire- and Ice-type Moves inflict only 50 percent of the damage.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Sealeo

**STRONG AGAINST:**
WATER
ICE
FIRE

**WEAK AGAINST:**
ELECTRIC
GRASS
FIGHTING
ROCK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Powder Snow | Ice | 40 | 100 | 25 |
| S | Growl | Normal | — | 100 | 40 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 07 | Encore | Normal | — | 100 | 5 |
| 13 | Ice Ball | Ice | 30 | 90 | 20 |
| 19 | Body Slam | Normal | 85 | 100 | 15 |
| 25 | Aurora Beam | Ice | 65 | 100 | 20 |
| 31 | Hail | Ice | — | — | 10 |
| 39 | Rest | Psychic | — | — | 10 |
| 39 | Snore | Normal | 40 | 100 | 15 |
| 50 | Blizzard | Ice | 120 | 70 | 5 |
| 61 | Sheer Cold | Ice | — | 30 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 176 Clamperl™

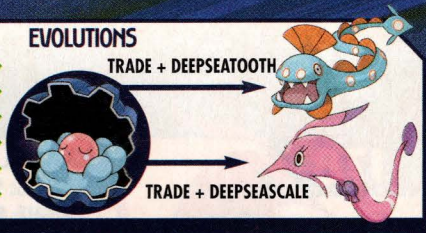
WATER

**GENERAL INFO**
**SPECIES:** Bivalve Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 116 lbs.
**ABILITY:** ***Shell Armor*** — *Prevents the opponent Pokémon from scoring a Critical Hit. .*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Routes 124 and 126

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Clamp | Water | 35 | 75 | 10 |
| S | Water Gun | Water | 40 | 100 | 25 |
| S | Whirlpool | Water | 15 | 70 | 15 |
| S | Iron Defense | Steel | — | — | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Refresh | Normal | — | 100 | 20 |
| Mud Sport | Ground | — | 100 | 15 |
| Body Slam | Normal | 85 | 100 | 15 |
| Supersonic | Normal | — | 55 | 20 |
| Barrier | Psychic | — | — | 30 |
| Confuse Ray | Ghost | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 177 Huntail™

WATER

**GENERAL INFO**
**SPECIES:** Deep Sea Pokémon
**HEIGHT:** 5'7"
**WEIGHT:** 60 lbs.
**ABILITY:** *Swift Swim*—*Doubles the Pokémon's Speed when it rains.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 75 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve Clamperl with Deepseatooth and trade

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Whirlpool | Water | 15 | 70 | 15 |
| 08 | Bite | Dark | 60 | 100 | 25 |
| 15 | Screech | Normal | — | 85 | 40 |
| 22 | Water Pulse | Water | 60 | 100 | 20 |
| 29 | Scary Face | Normal | — | 90 | 10 |
| 36 | Crunch | Dark | 80 | 100 | 15 |
| 43 | Baton Pass | Normal | — | — | 40 |
| 50 | Hydro Pump | Water | 120 | 80 | 5 |

**TM/HM LIST**

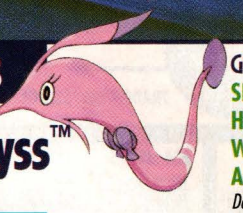
| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM49 | Snatch | Dark | — | 100 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 178 Gorebyss™



WATER

**GENERAL INFO**
**SPECIES:** South Sea Pokémon
**HEIGHT:** 5'11"
**WEIGHT:** 50 lbs.
**ABILITY:** *Swift Swim*—*Doubles the Pokémon's Speed when it rains.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 75 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Clamperl with Deepseascale and trade

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Whirlpool | Water | 15 | 70 | 15 |
| 08 | Confusion | Psychic | 50 | 100 | 25 |
| 15 | Agility | Psychic | — | — | 30 |
| 22 | Water Pulse | Water | 60 | 100 | 20 |
| 29 | Amnesia | Psychic | — | — | 20 |
| 36 | Psychic | Psychic | 90 | 100 | 10 |
| 43 | Baton Pass | Normal | — | — | 40 |
| 50 | Hydro Pump | Water | 120 | 80 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 179 Relicanth™

WATER
ROCK

### GENERAL INFO

**SPECIES:** Longevity Pokémon
**HEIGHT:** 3'3"
**WEIGHT:** 52 lbs.
**ABILITIES:** ***Swift Swim*** — *Doubles the Pokémon's Speed when it rains.*
***Rock Head*** — *Pokémon does not receive recoil damage from moves such as Double-Edge and Body Slam.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

### EVOLUTIONS

RELICANTH DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Routes 124 and 126

### STRONG AGAINST:

NORMAL
FIRE
ICE
POISON
FLYING

### WEAK AGAINST:

ELECTRIC
GRASS
FIGHTING
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| S | Harden | Normal | — | — | 30 |
| 08 | Water Gun | Water | 40 | 100 | 25 |
| 15 | Rock Tomb | Rock | 50 | 80 | 10 |
| 22 | Yawn | Normal | — | 100 | 10 |
| 29 | Take Down | Normal | 90 | 85 | 20 |
| 36 | Mud Sport | Ground | — | 100 | 15 |
| 43 | Ancientpower | Rock | 60 | 100 | 5 |
| 50 | Rest | Psychic | — | — | 10 |
| 57 | Double-Edge | Normal | 120 | 100 | 15 |
| 64 | Hydro Pump | Water | 120 | 80 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Magnitude | Ground | — | 100 | 30 |
| Skull Bash | Normal | 100 | 100 | 15 |
| Water Sport | Water | — | 100 | 15 |
| Amnesia | Psychic | — | — | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Rock Slide | Rock | 75 | 90 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 180 Corsola™

WATER
ROCK

### GENERAL INFO

**SPECIES:** Coral Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 11 lbs.
**ABILITIES:** ***Hustle*** — *Increases a move's Attack Power 1.5x, but the Attack's average accuracy is only 80 percent.*
***Natural Cure*** — *Any negative Status conditions are healed when the Pokémon is removed from battle.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 66 |
| SPEED | 33 |

### EVOLUTIONS

CORSOLA DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Route 128 and Ever Grande City

### STRONG AGAINST:

NORMAL
FIRE
ICE
POISON
FLYING

### WEAK AGAINST:

ELECTRIC
GRASS
FIGHTING
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 06 | Harden | Normal | — | — | 30 |
| 12 | Bubble | Water | 20 | 100 | 30 |
| 17 | Recover | Normal | — | — | 20 |
| 17 | Refresh | Normal | — | 100 | 20 |
| 23 | Bubblebeam | Water | 65 | 100 | 20 |
| 28 | Spike Cannon | Normal | 20 | 100 | 15 |
| 34 | Rock Blast | Rock | 25 | 80 | 10 |
| 39 | Mirror Coat | Psychic | — | 100 | 20 |
| 45 | Ancientpower | Rock | 60 | 100 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### EGG MOVES

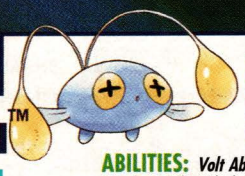
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Rock Slide | Rock | 75 | 90 | 10 |
| Screech | Normal | — | 85 | 40 |
| Mist | Ice | — | — | 30 |
| Icicle Spear | Ice | 10 | 100 | 30 |
| Amnesia | Psychic | — | — | 20 |
| Ingrain | Grass | — | 100 | 20 |
| Barrier | Psychic | — | — | 30 |
| Confuse Ray | Ghost | — | 100 | 10 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

# 181 Chinchou™



WATER
ELECTRIC

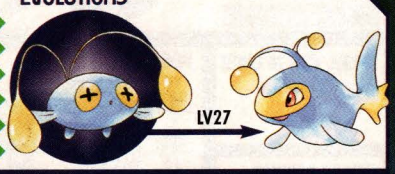
**GENERAL INFO**
**SPECIES:** Angler Pokémon
**HEIGHT:** 1'8"
**WEIGHT:** 26 lbs.

**ABILITIES:** ***Volt Absorb*** *— Restores Pokémon's HP when it is hit with Electric-type Moves.*
***Illuminate*** *— Increases the chance of encountering wild Pokémon.*

**STATS**

| | |
|---|---|
| HP | 66 |
| ATTACK | 33 |
| DEFENSE | 30 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Routes 124 and 126

**STRONG AGAINST:**
FIRE
WATER
ICE
FLYING
STEEL

**WEAK AGAINST:**
GRASS
GROUND

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| S | Thunder Wave | Electric | — | 100 | 20 |
| 05 | Supersonic | Normal | — | 55 | 20 |
| 13 | Flail | Normal | — | 100 | 15 |
| 17 | Water Gun | Water | 40 | 100 | 25 |
| 25 | Spark | Electric | 65 | 100 | 20 |
| 29 | Confuse Ray | Ghost | — | 100 | 10 |
| 37 | Take Down | Normal | 90 | 85 | 20 |
| 41 | Hydro Pump | Water | 120 | 80 | 5 |
| 49 | Charge | Electric | — | 100 | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

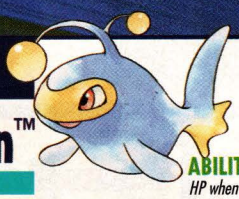
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Screech | Normal | — | 85 | 40 |
| Amnesia | Psychic | — | — | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 182 Lanturn™



WATER
ELECTRIC

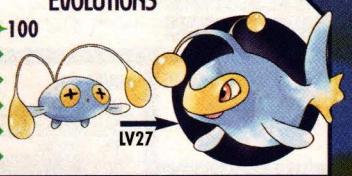
**GENERAL INFO**
**SPECIES:** Light Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 50 lbs.

**ABILITIES:** ***Volt Absorb*** *— Restores Pokémon's HP when it is hit with Electric-type Moves.*
***Illuminate*** *— Increases the chance of encountering wild Pokémon.*

**STATS**

| | |
|---|---|
| HP | 100 |
| ATTACK | 66 |
| DEFENSE | 33 |
| SP. ATTACK | 60 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Chinchou

**STRONG AGAINST:**
FIRE
WATER
ICE
FLYING
STEEL

**WEAK AGAINST:**
GRASS
GROUND

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| S | Thunder Wave | Electric | — | 100 | 20 |
| S | Supersonic | Normal | — | 55 | 20 |
| 05 | Supersonic | Normal | — | 55 | 20 |
| 13 | Flail | Normal | — | 100 | 15 |
| 17 | Water Gun | Water | 40 | 100 | 25 |
| 25 | Spark | Electric | 65 | 100 | 20 |
| 32 | Confuse Ray | Ghost | — | 100 | 10 |
| 43 | Take Down | Normal | 90 | 85 | 20 |
| 50 | Hydro Pump | Water | 120 | 80 | 5 |
| 61 | Charge | Electric | — | 100 | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

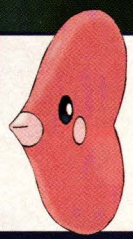
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 183 Luvdisc™

WATER



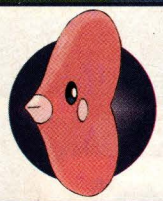
**GENERAL INFO**
**SPECIES:** Rendevous Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 19 lbs.
**ABILITY:** ***Swift Swim***—*Doubles the Pokémon's Speed when it rains.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 25 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**

LUVDISC DOES NOT EVOLVE



**WHERE/HOW TO CATCH**
Route 128 and Ever Grande City

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Tackle | Normal | 35 | 95 | 35 |
| 04 | Charm | Normal | — | 100 | 20 |
| 12 | Water Gun | Water | 40 | 100 | 25 |
| 16 | Agility | Psychic | — | — | 30 |
| 24 | Take Down | Normal | 90 | 85 | 20 |
| 28 | Attract | Normal | — | 100 | 15 |
| 36 | Sweet Kiss | Normal | — | 75 | 10 |
| 40 | Flail | Normal | — | 100 | 15 |
| 48 | Safeguard | Normal | — | — | 25 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Supersonic | Normal | — | 55 | 20 |
| Water Sport | Water | — | 100 | 15 |
| Mud Sport | Ground | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 184 Horsea™

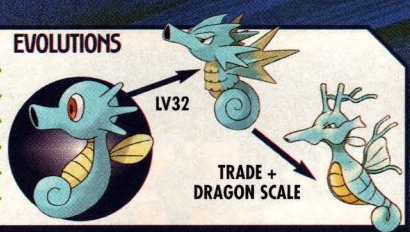
WATER

**GENERAL INFO**
**SPECIES:** Dragon Pokémon
**HEIGHT:** 1'4"
**WEIGHT:** 18 lbs.
**ABILITY:** ***Swift Swim***—*Doubles the Pokémon's Speed when it rains.*

**STATS**

| | |
|---|---|
| HP | 33 |
| ATTACK | 33 |
| DEFENSE | 66 |
| SP. ATTACK | 66 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Routes 132, 133, and 134

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| 08 | Smokescreen | Normal | — | 100 | 20 |
| 15 | Leer | Normal | — | 100 | 30 |
| 22 | Water Gun | Water | 40 | 100 | 25 |
| 29 | Twister | Dragon | 40 | 100 | 20 |
| 36 | Agility | Psychic | — | — | 30 |
| 43 | Hydro Pump | Water | 120 | 80 | 5 |
| 50 | Dragon Dance | Dragon | — | — | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Flail | Normal | — | 100 | 15 |
| Aurora Beam | Ice | 65 | 100 | 20 |
| Disable | Normal | — | 55 | 20 |
| Splash | Normal | — | — | 40 |
| Dragon Rage | Dragon | — | 100 | 10 |
| Dragonbreath | Dragon | 60 | 100 | 20 |
| Octazooka | Water | 65 | 85 | 10 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 185 Seadra™

WATER

### GENERAL INFO

**SPECIES:** Dragon Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 55 lbs.
**ABILITY:** ***Poison Point*** — *Gives the Pokémon's Physical Attacks a 30 percent chance of Poisoning the opponent.*

### STATS

| | |
|---|---|
| HP | 33 |
| ATTACK | 66 |
| DEFENSE | 66 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 33 |
| SPEED | 66 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Horsea

### STRONG AGAINST:

FIRE
WATER
ICE
STEEL

### WEAK AGAINST:

ELECTRIC
GRASS

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| S | Smokescreen | Normal | — | 100 | 20 |
| S | Leer | Normal | — | 100 | 30 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 08 | Smokescreen | Normal | — | 100 | 20 |
| 15 | Leer | Normal | — | 100 | 30 |
| 22 | Water Gun | Water | 40 | 100 | 25 |
| 29 | Twister | Dragon | 40 | 100 | 20 |
| 40 | Agility | Psychic | — | — | 30 |
| 51 | Hydro Pump | Water | 120 | 80 | 5 |
| 62 | Dragon Dance | Dragon | — | — | 20 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 186 Kingdra™

WATER
DRAGON

### GENERAL INFO

**SPECIES:** Dragon Pokémon
**HEIGHT:** 5'11"
**WEIGHT:** 335 lbs.
**ABILITY:** ***Swift Swim*** — *Doubles the Pokémon's Speed when it rains.*

### STATS

| | |
|---|---|
| HP | 66 |
| ATTACK | 100 |
| DEFENSE | 66 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 66 |
| SPEED | 66 |

### EVOLUTIONS

### WHERE/HOW TO CATCH

Evolve from Seadra with Dragon Scale and trade

### STRONG AGAINST:

FIRE
WATER
STEEL

### WEAK AGAINST:

DRAGON

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Bubble | Water | 20 | 100 | 30 |
| S | Smokescreen | Normal | — | 100 | 20 |
| S | Leer | Normal | — | 100 | 30 |
| S | Water Gun | Water | 40 | 100 | 25 |
| 08 | Smokescreen | Normal | — | 100 | 20 |
| 15 | Leer | Normal | — | 100 | 30 |
| 22 | Water Gun | Water | 40 | 100 | 25 |
| 29 | Twister | Dragon | 40 | 100 | 20 |
| 40 | Agility | Psychic | — | — | 30 |
| 51 | Hydro Pump | Water | 120 | 80 | 5 |
| 62 | Dragon Dance | Dragon | — | — | 20 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 187 Bagon™

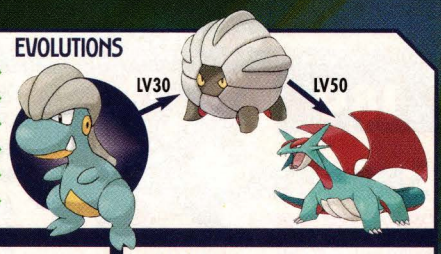
DRAGON

**GENERAL INFO**
**SPECIES:** Rock Head Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 93 lbs.
**ABILITY:** ***Rock Head***—*Pokémon does not receive recoil damage from moses such as Double-Edge and Body Slam.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 25 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Meteor Falls

**STRONG AGAINST:**
FIRE
WATER
ELECTRIC
GRASS

**WEAK AGAINST:**
ICE
DRAGON

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Rage | Normal | 20 | 100 | 20 |
| 05 | Bite | Dark | 60 | 100 | 25 |
| 09 | Leer | Normal | — | 100 | 30 |
| 17 | Headbutt | Normal | 70 | 100 | 15 |
| 21 | Focus Energy | Normal | — | — | 30 |
| 25 | Ember | Fire | 40 | 100 | 25 |
| 33 | Dragonbreath | Dragon | 60 | 100 | 20 |
| 37 | Scary Face | Normal | — | 90 | 10 |
| 41 | Crunch | Dark | 80 | 100 | 15 |
| 49 | Dragon Claw | Dragon | 80 | 100 | 15 |
| 53 | Double-Edge | Normal | 120 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Hydro Pump | Water | 120 | 80 | 5 |
| Thrash | Normal | 90 | 100 | 20 |
| Dragon Rage | Dragon | — | 100 | 10 |
| Twister | Dragon | 40 | 100 | 20 |
| Dragon Dance | Dragon | — | — | 20 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 188 Shelgon™

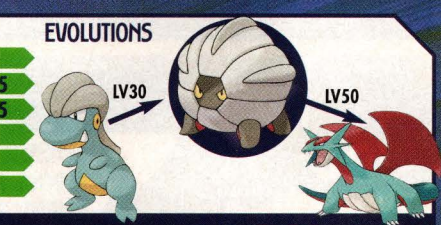
DRAGON

**GENERAL INFO**
**SPECIES:** Endurance Pokémon
**HEIGHT:** 3'7"
**WEIGHT:** 244 lbs.
**ABILITY:** ***Rock Head***—*Pokémon does not receive recoil damage from moses such as Double-Edge and Body Slam.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Evolve from Bagon

**STRONG AGAINST:**
FIRE
WATER
ELECTRIC
GRASS

**WEAK AGAINST:**
ICE
DRAGON

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Rage | Normal | 20 | 100 | 20 |
| S | Bite | Dark | 60 | 100 | 25 |
| S | Leer | Normal | — | 100 | 30 |
| S | Headbutt | Normal | 70 | 100 | 15 |
| 05 | Bite | Dark | 60 | 100 | 25 |
| 09 | Leer | Normal | — | 100 | 30 |
| 17 | Headbutt | Normal | 70 | 100 | 15 |
| 21 | Focus Energy | Normal | — | — | 30 |
| 25 | Ember | Fire | 40 | 100 | 25 |
| 30 | Protect | Normal | — | — | 10 |
| 38 | Dragonbreath | Dragon | 60 | 100 | 20 |
| 47 | Scary Face | Normal | — | 90 | 10 |
| 56 | Crunch | Dark | 80 | 100 | 15 |
| 69 | Dragon Claw | Dragon | 80 | 100 | 15 |
| 78 | Double-Edge | Normal | 120 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |

*Battle Frontier tutor move

## 189 Salamence™

DRAGON
FLYING

**GENERAL INFO**
**SPECIES:** Dragon Pokémon
**HEIGHT:** 4'11"
**WEIGHT:** 266 lbs.
**ABILITY:** ***Intimidate*** *— Lowers the opponent's Attack by one point at the battle's start.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 100 |
| DEFENSE | 50 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

**EVOLUTIONS**

**WHERE/HOW TO CATCH**
Evolve from Shelgon

**STRONG AGAINST:**
FIRE
WATER
GRASS
FIGHTING
GROUND
BUG

**WEAK AGAINST:**
ICE
ROCK
DRAGON

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Rage | Normal | 20 | 100 | 20 |
| S | Bite | Dark | 60 | 100 | 25 |
| S | Leer | Normal | — | 100 | 30 |
| S | Headbutt | Normal | 70 | 100 | 15 |
| 05 | Bite | Dark | 60 | 100 | 25 |
| 09 | Leer | Normal | — | 100 | 30 |
| 17 | Headbutt | Normal | 70 | 100 | 15 |
| 21 | Focus Energy | Normal | — | — | 30 |
| 25 | Ember | Fire | 40 | 100 | 25 |
| 30 | Protect | Normal | — | — | 10 |
| 38 | Dragonbreath | Dragon | 60 | 100 | 20 |
| 47 | Scary Face | Normal | — | 90 | 10 |
| 50 | Fly | Flying | 70 | 95 | 15 |
| 61 | Crunch | Dark | 80 | 100 | 15 |
| 79 | Dragon Claw | Dragon | 80 | 100 | 15 |
| 93 | Double-Edge | Normal | 120 | 100 | 15 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |

*Battle Frontier tutor move

## 190 Beldum™

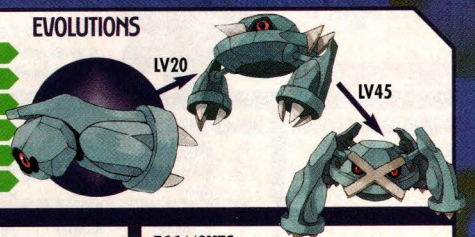
STEEL
PSYCHIC

**GENERAL INFO**
**SPECIES:** Iron Ball Pokémon
**HEIGHT:** 2'0"
**WEIGHT:** 210 lbs.
**ABILITY:** ***Clear Body*** *— Moves that lower Ability values don't affect the Pokémon.*

**STATS**

| | |
|---|---|
| HP | 25 |
| ATTACK | 50 |
| DEFENSE | 50 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 25 |

**EVOLUTIONS**




**WHERE/HOW TO CATCH**
Steven's House (after defeating Elite Four)

**STRONG AGAINST:**
NORMAL
GRASS
ICE
POISON
FLYING
PSYCHIC
ROCK
DRAGON
STEEL

**WEAK AGAINST:**
FIRE
GROUND

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Take Down | Normal | 90 | 85 | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| None | | | | | |

**EGG MOVES**

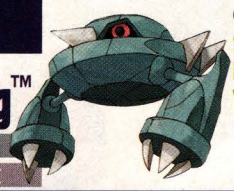
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

# 191 Metang™

STEEL
PSYCHIC



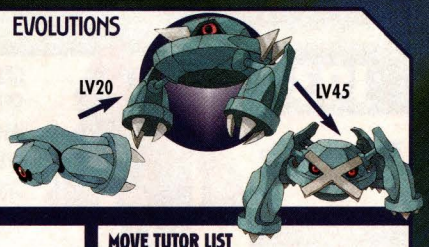
## GENERAL INFO

**SPECIES:** Iron Claw Pokémon
**HEIGHT:** 3'11"
**WEIGHT:** 445 lbs.
**ABILITY:** ***Clear Body*** — *Moves that lower Ability values don't affect the Pokémon.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 75 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




**WHERE/HOW TO CATCH**
Evolve from Beldum

**STRONG AGAINST:**
NORMAL
GRASS
ICE
POISON
FLYING
PSYCHIC
ROCK
DRAGON
STEEL

**WEAK AGAINST:**
FIRE
GROUND

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Take Down | Normal | 90 | 85 | 20 |
| 20 | Confusion | Psychic | 50 | 100 | 25 |
| 20 | Metal Claw | Steel | 50 | 95 | 35 |
| 26 | Scary Face | Normal | — | 90 | 10 |
| 32 | Pursuit | Dark | 40 | 100 | 20 |
| 38 | Psychic | Psychic | 90 | 100 | 10 |
| 44 | Iron Defense | Steel | — | — | 15 |
| 50 | Meteor Mash | Steel | 100 | 85 | 10 |
| 56 | Agility | Psychic | — | — | 30 |
| 62 | Hyper Beam | Normal | 150 | 90 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

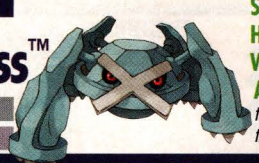
## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# 192 Metagross™

STEEL
PSYCHIC



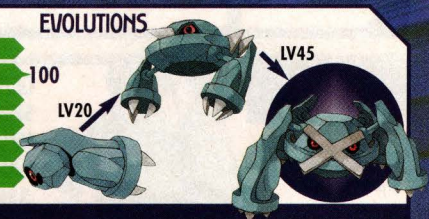
## GENERAL INFO

**SPECIES:** Iron Leg Pokémon
**HEIGHT:** 5'3"
**WEIGHT:** 1,213 lbs.
**ABILITY:** ***Clear Body*** — *Moves that lower Ability values don't affect the Pokémon.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 100 |
| DEFENSE | 75 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 50 |

## EVOLUTIONS




**WHERE/HOW TO CATCH**
Evolve from Metang

**STRONG AGAINST:**
NORMAL
GRASS
ICE
POISON
FLYING
PSYCHIC
ROCK
DRAGON
STEEL

**WEAK AGAINST:**
FIRE
GROUND

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Take Down | Normal | 90 | 85 | 20 |
| S | Confusion | Psychic | 50 | 100 | 25 |
| S | Metal Claw | Steel | 50 | 95 | 35 |
| S | Scary Face | Normal | — | 90 | 10 |
| 20 | Confusion | Psychic | 50 | 100 | 25 |
| 20 | Metal Claw | Steel | 50 | 95 | 35 |
| 26 | Scary Face | Normal | — | 90 | 10 |
| 32 | Pursuit | Dark | 40 | 100 | 20 |
| 38 | Psychic | Psychic | 90 | 100 | 10 |
| 44 | Iron Defense | Steel | — | — | 15 |
| 55 | Meteor Mash | Steel | 100 | 85 | 10 |
| 66 | Agility | Psychic | — | — | 30 |
| 77 | Hyper Beam | Normal | 150 | 90 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM36 | Sludge Bomb | Poison | 90 | 100 | 10 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

## 193 Regirock™

ROCK

**GENERAL INFO**
**SPECIES:** Rock Peak Pokémon
**HEIGHT:** 5'7"
**WEIGHT:** 507 lbs.
**ABILITY:** *Clear Body*—*Moves that lower Ability values don't affect the Pokémon.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 100 |
| SP. ATTACK | 50 |
| SP. DEFENSE | 75 |
| SPEED | 50 |

**EVOLUTIONS**

REGIROCK DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Desert Ruins

**STRONG AGAINST:**
NORMAL
FIRE
POISON
FLYING

**WEAK AGAINST:**
WATER
GRASS
FIGHTING
GROUND
STEEL

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Explosion | Normal | 250 | 100 | 5 |
| 09 | Rock Throw | Rock | 50 | 90 | 15 |
| 17 | Curse | — | — | — | 10 |
| 25 | Superpower | Fighting | 120 | 100 | 5 |
| 33 | Ancientpower | Rock | 60 | 100 | 5 |
| 41 | Iron Defense | Steel | — | — | 15 |
| 49 | Zap Cannon | Electric | 100 | 50 | 5 |
| 57 | Lock-On | Normal | — | 100 | 5 |
| 65 | Hyper Beam | Normal | 150 | 90 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

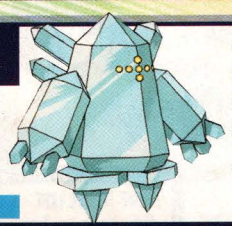
**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 194 Regice™

ICE

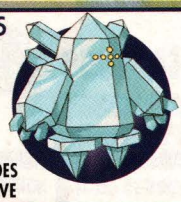


**GENERAL INFO**
**SPECIES:** Iceberg Pokémon
**HEIGHT:** 5'11"
**WEIGHT:** 386 lbs.
**ABILITY:** *Clear Body*—*Moves that lower Ability values don't affect the Pokémon.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 50 |
| DEFENSE | 75 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 100 |
| SPEED | 50 |

**EVOLUTIONS**



REGICE DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Island Cave

**STRONG AGAINST:**
ICE

**WEAK AGAINST:**
FIRE
FIGHTING
ROCK
STEEL

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Explosion | Normal | 250 | 100 | 5 |
| 09 | Icy Wind | Ice | 55 | 95 | 15 |
| 17 | Curse | — | — | — | 10 |
| 25 | Superpower | Fighting | 120 | 100 | 5 |
| 33 | Ancientpower | Rock | 60 | 100 | 5 |
| 41 | Amnesia | Psychic | — | — | 20 |
| 49 | Zap Cannon | Electric | 100 | 50 | 5 |
| 57 | Lock-On | Normal | — | 100 | 5 |
| 65 | Hyper Beam | Normal | 150 | 90 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

**EGG MOVES**

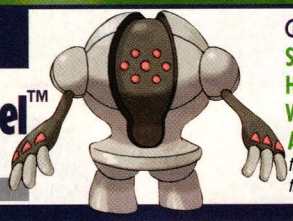
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 195 Registeel™

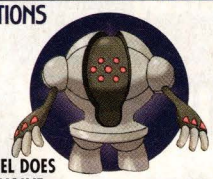


STEEL

**GENERAL INFO**
**SPECIES:** Iron Pokémon
**HEIGHT:** 6'3"
**WEIGHT:** 452 lbs.
**ABILITY:** *Clear Body*—*Moves that lower Ability values don't affect the Pokémon.*

**STATS**
HP 50
ATTACK 50
DEFENSE 100
SP. ATTACK 75
SP. DEFENSE 100
SPEED 50

**EVOLUTIONS**



REGISTEEL DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Ancient Tomb

**STRONG AGAINST:**
NORMAL
GRASS
ICE
POISON
FLYING
PSYCHIC
BUG
ROCK
GHOST
DRAGON
DARK
STEEL

**WEAK AGAINST:**
FIRE
FIGHTING
GROUND

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Explosion | Normal | 250 | 100 | 5 |
| 09 | Metal Claw | Steel | 50 | 95 | 35 |
| 17 | Curse | — | — | — | 10 |
| 25 | Superpower | Fighting | 120 | 100 | 5 |
| 33 | Ancientpower | Rock | 60 | 100 | 5 |
| 41 | Iron Defense | Steel | — | — | 15 |
| 49 | Amnesia | Psychic | — | — | 20 |
| 57 | Zap Cannon | Electric | 100 | 50 | 5 |
| 65 | Lock-On | Normal | — | 100 | 5 |
| 73 | Hyper Beam | Normal | 150 | 90 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

**EGG MOVES**

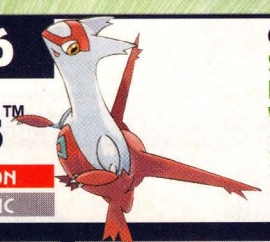
| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Explosion | Normal | 250 | 100 | 5 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 196 Latias™

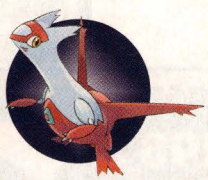


DRAGON
PSYCHIC

**GENERAL INFO**
**SPECIES:** Eon Pokémon
**HEIGHT:** 4'7"
**WEIGHT:** 88 lbs.
**ABILITY:** *Levitate*—*Pokémon is not affected by Ground-type Moves.*

**STATS**
HP 50
ATTACK 75
DEFENSE 50
SP. ATTACK 75
SP. DEFENSE 75
SPEED 75

**EVOLUTIONS**



LATIAS DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Random encounter in grass

**STRONG AGAINST:**
FIRE
WATER
ELECTRIC
GRASS
FIGHTING
PSYCHIC
GROUND

**WEAK AGAINST:**
ICE
BUG
GHOST
DRAGON
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Psywave | Psychic | — | 80 | 15 |
| 05 | Wish | Normal | — | 100 | 10 |
| 10 | Helping Hand | Normal | — | 100 | 20 |
| 15 | Safeguard | Normal | — | — | 25 |
| 20 | Dragonbreath | Dragon | 60 | 100 | 20 |
| 25 | Water Sport | Water | — | 100 | 15 |
| 30 | Refresh | Normal | — | 100 | 20 |
| 35 | Mist Ball | Psychic | 70 | 100 | 5 |
| 40 | Psychic | Psychic | 90 | 100 | 10 |
| 45 | Recover | Normal | — | — | 20 |
| 50 | Charm | Normal | — | 100 | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 197 Latios™

DRAGON
PSYCHIC

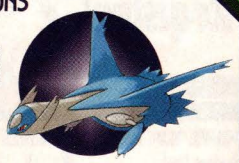
**GENERAL INFO**
**SPECIES:** Eon Pokémon
**HEIGHT:** 6'7"
**WEIGHT:** 132 lbs.
**ABILITY:** *Levitate*—*Pokémon is not affected by Ground-type Moves.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 75 |
| SPEED | 75 |

**EVOLUTIONS**

LATIOS DOES NOT EVOLVE



**WHERE/HOW TO CATCH**
Random encounter in grass

**STRONG AGAINST:**
FIRE
WATER
ELECTRIC
GRASS
FIGHTING
PSYCHIC
GROUND

**WEAK AGAINST:**
ICE
BUG
GHOST
DRAGON
DARK

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Psywave | Psychic | — | 80 | 15 |
| 05 | Memento | Dark | — | 100 | 10 |
| 10 | Helping Hand | Normal | — | 100 | 20 |
| 15 | Safeguard | Normal | — | — | 25 |
| 20 | Dragonbreath | Dragon | 60 | 100 | 20 |
| 25 | Protect | Normal | — | — | 10 |
| 30 | Refresh | Normal | — | 100 | 20 |
| 35 | Luster Purge | Psychic | 70 | 100 | 5 |
| 40 | Psychic | Psychic | 90 | 100 | 10 |
| 45 | Recover | Normal | — | — | 20 |
| 50 | Dragon Dance | Dragon | — | — | 20 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Psychic | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM47 | Steel Wing | Steel | 70 | 90 | 25 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 198 Kyogre™

WATER

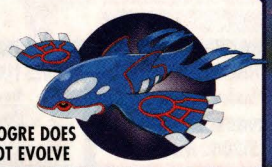
**GENERAL INFO**
**SPECIES:** Sea Basin Pokémon
**HEIGHT:** 14'9"
**WEIGHT:** 776 lbs.
**ABILITY:** *Drizzle*—*Causes rain to fall when the Pokémon enters battle.*

**STATS**

| | |
|---|---|
| HP | 50 |
| ATTACK | 75 |
| DEFENSE | 50 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 75 |
| SPEED | 75 |

**EVOLUTIONS**

KYOGRE DOES NOT EVOLVE



**WHERE/HOW TO CATCH**
Marine Cave

**STRONG AGAINST:**
FIRE
WATER
ICE
STEEL

**WEAK AGAINST:**
ELECTRIC
GRASS

**MOVES LIST**

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Water Pulse | Water | 60 | 100 | 20 |
| 05 | Scary Face | Normal | — | 90 | 10 |
| 15 | Ancientpower | Rock | 60 | 100 | 5 |
| 20 | Body Slam | Normal | 85 | 100 | 15 |
| 30 | Calm Mind | Psychic | — | — | 20 |
| 35 | Ice Beam | Ice | 95 | 100 | 10 |
| 45 | Hydro Pump | Water | 120 | 80 | 5 |
| 50 | Rest | Psychic | — | — | 10 |
| 60 | Sheer Cold | Ice | — | 30 | 5 |
| 65 | Double-Edge | Normal | 120 | 100 | 15 |
| 75 | Water Spout | Water | 150 | 100 | 5 |

**TM/HM LIST**

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM07 | Hail | Ice | — | — | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |

**EGG MOVES**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

**MOVE TUTOR LIST**

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 199 Groudon™

GROUND

## GENERAL INFO

**SPECIES:** Continent Pokémon
**HEIGHT:** 11'6"
**WEIGHT:** 2,095 lbs.
**ABILITY:** ***Drought*** *— The sun shines when the Pokémon enters battle.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 100 |
| DEFENSE | 75 |
| SP. ATTACK | 75 |
| SP. DEFENSE | 50 |
| SPEED | 75 |

## EVOLUTIONS

GROUDON DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Terra Cave

**STRONG AGAINST:**
ELECTRIC
POISON
ROCK

**WEAK AGAINST:**
WATER
GRASS
ICE

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Mud Shot | Ground | 55 | 95 | 15 |
| 05 | Scary Face | Normal | — | 90 | 10 |
| 15 | Ancientpower | Rock | 60 | 100 | 5 |
| 20 | Slash | Normal | 70 | 100 | 20 |
| 30 | Bulk Up | Fighting | — | — | 20 |
| 35 | Earthquake | Ground | 100 | 100 | 10 |
| 45 | Fire Blast | Fire | 120 | 85 | 5 |
| 50 | Rest | Psychic | — | — | 10 |
| 60 | Fissure | Ground | — | 30 | 5 |
| 65 | Solarbeam | Grass | 120 | 100 | 10 |
| 75 | Eruption | Fire | 150 | 100 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM28 | Dig | Ground | 60 | 100 | 10 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Rollout | Rock | 30 | 90 | 20 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

# 200 Rayquaza™

DRAGON
FLYING

## GENERAL INFO

**SPECIES:** Sky High Pokémon
**HEIGHT:** 23'0"
**WEIGHT:** 455 lbs.
**ABILITY:** ***Air Lock*** *— Makes weather effects disappear.*

## STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 100 |
| DEFENSE | 50 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 100 |
| SPEED | 75 |

## EVOLUTIONS

RAYQUAZA DOES NOT EVOLVE

**WHERE/HOW TO CATCH**
Sky Pillar

**STRONG AGAINST:**
FIRE
WATER
GRASS
FIGHTING
GROUND
BUG

**WEAK AGAINST:**
ICE
ROCK
DRAGON

## MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Twister | Dragon | 40 | 100 | 20 |
| 05 | Scary Face | Normal | — | 90 | 10 |
| 15 | Ancientpower | Rock | 60 | 100 | 5 |
| 20 | Dragon Claw | Dragon | 80 | 100 | 15 |
| 30 | Dragon Dance | Dragon | — | — | 20 |
| 35 | Crunch | Dark | 80 | 100 | 15 |
| 45 | Fly | Flying | 70 | 95 | 15 |
| 50 | Rest | Psychic | — | — | 10 |
| 60 | Extremespeed | Normal | 80 | 100 | 5 |
| 65 | Outrage | Dragon | 90 | 100 | 15 |
| 75 | Hyper Beam | Normal | 150 | 90 | 5 |

## TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM02 | Fly | Flying | 70 | 95 | 15 |
| HM03 | Surf | Water | 95 | 100 | 15 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| HM07 | Waterfall | Water | 80 | 100 | 15 |
| HM08 | Dive | Water | 60 | 100 | 10 |
| TM02 | Dragon Claw | Dragon | 80 | 100 | 15 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM05 | Roar | Normal | — | 100 | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM08 | Bulk Up | Fighting | — | — | 20 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM14 | Blizzard | Ice | 120 | 70 | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM23 | Iron Tail | Steel | 100 | 75 | 15 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM26 | Earthquake | Ground | 100 | 100 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM35 | Flamethrower | Fire | 95 | 100 | 15 |
| TM37 | Sandstorm | Rock | — | — | 10 |
| TM38 | Fire Blast | Fire | 120 | 85 | 5 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Façade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM50 | Overheat | Fire | 140 | 90 | 5 |

## EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

## MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Endure* | Normal | — | — | 10 |
| Fury Cutter | Bug | 10 | 95 | 20 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 201 Jirachi™

STEEL
PSYCHIC

### GENERAL INFO

**SPECIES:** Wish Pokémon
**HEIGHT:** 0'11"
**WEIGHT:** 2.42 lbs.
**ABILITY:** *Serene Grace*—*Moves that have extra Effects occur more frequently when Pokémon attacks.*

### STATS

| | |
|---|---|
| HP | 100 |
| ATTACK | 100 |
| DEFENSE | 100 |
| SP. ATTACK | 100 |
| SP. DEFENSE | 100 |
| SPEED | 100 |

### EVOLUTIONS

JIRACHI DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Trade from *Pokémon Colosseum* bonus pre-order disc

### STRONG AGAINST:

NORMAL
GRASS
ICE
POISON
FLYING
ROCK

### WEAK AGAINST:

FIRE
FIGHTING
GROUND

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| S | Wish | Normal | — | 100 | 10 |
| S | Confusion | Psychic | 50 | 100 | 25 |
| 5 | Rest | Psychic | — | — | 10 |
| 10 | Swift | Normal | 60 | — | 20 |
| 15 | Helping Hand | Normal | — | 100 | 20 |
| 20 | Psychic | Psychic | 90 | 100 | 10 |
| 25 | Refresh | Normal | — | 100 | 20 |
| 30 | Rest | Psychic | — | — | 10 |
| 35 | Double-Edge | Normal | 120 | 100 | 15 |
| 40 | Future Sight | Normal | — | — | 20 |
| 45 | Cosmic Power | Normal | — | — | 20 |
| 50 | Doom Desire | Steel | 120 | 85 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM05 | Flash | Normal | — | 70 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 80 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM33 | Reflect | Normal | — | — | 20 |
| TM34 | Shock Wave | Electric | 60 | — | 20 |
| TM37 | Sandstorm | Ground | — | — | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM42 | Facade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM45 | Attract | Normal | — | 100 | 15 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Defense Curl* | Normal | — | — | 40 |
| Double-Edge | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Psych Up* | Normal | — | — | 10 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |
| Thunder Wave* | Electric | — | 100 | 20 |

*Battle Frontier tutor move

## 202 Deoxys™ (Speed Forme)

PSYCHIC

### GENERAL INFO

**SPECIES:** DNA Pokémon
**HEIGHT:** 5'5"
**WEIGHT:** 134 lbs.
**ABILITY:** *Pressure*—*Opponent Pokémon uses double PP when attacking.*

### STATS

| | |
|---|---|
| HP | 50 |
| ATTACK | 95 |
| DEFENSE | 90 |
| SP. ATTACK | 95 |
| SP. DEFENSE | 90 |
| SPEED | 100 |

### EVOLUTIONS

DEOXYS DOES NOT EVOLVE

### WHERE/HOW TO CATCH

Trade from *Pokémon FireRed/LeafGreen*, only caught via special live events

### STRONG AGAINST:

FIGHTING
PSYCHIC

### WEAK AGAINST:

BUG
GHOST
DARK

### MOVES LIST

| LV | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| 5 | Night Shade | Ghost | — | 100 | 15 |
| 10 | Double Team | Normal | — | — | 15 |
| 15 | Knock Off | Dark | 20 | 100 | 20 |
| 20 | Pursuit | Dark | 40 | 100 | 20 |
| 25 | Psychic | Psychic | 90 | 100 | 10 |
| 30 | Swift | Normal | 60 | — | 20 |
| 35 | Agility | Psychic | — | — | 30 |
| 40 | Recover | Normal | — | — | 20 |
| 45 | Psycho Boost | Psychic | 140 | 90 | 5 |
| 50 | Extremespeed | Normal | 80 | 100 | 5 |

### TM/HM LIST

| TM/HM # | Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|---|
| HM01 | Cut | Normal | 50 | 95 | 30 |
| HM04 | Strength | Normal | 80 | 100 | 15 |
| HM05 | Flash | Normal | — | 70 | 20 |
| HM06 | Rock Smash | Fighting | 20 | 100 | 15 |
| TM01 | Focus Punch | Fighting | 150 | 100 | 20 |
| TM03 | Water Pulse | Water | 60 | 100 | 20 |
| TM04 | Calm Mind | Psychic | — | — | 20 |
| TM06 | Toxic | Poison | — | 85 | 10 |
| TM10 | Hidden Power | Normal | — | 100 | 15 |
| TM11 | Sunny Day | Fire | — | — | 5 |
| TM12 | Taunt | Dark | — | 100 | 20 |
| TM13 | Ice Beam | Ice | 95 | 100 | 10 |
| TM15 | Hyper Beam | Normal | 150 | 90 | 5 |
| TM16 | Light Screen | Psychic | — | — | 30 |
| TM17 | Protect | Normal | — | — | 10 |
| TM18 | Rain Dance | Water | — | — | 5 |
| TM20 | Safeguard | Normal | — | — | 25 |
| TM21 | Frustration | Normal | — | 100 | 20 |
| TM22 | Solarbeam | Grass | 120 | 100 | 10 |
| TM24 | Thunderbolt | Electric | 95 | 100 | 15 |
| TM25 | Thunder | Electric | 120 | 70 | 10 |
| TM27 | Return | Normal | — | 100 | 20 |
| TM29 | Psychic | Psychic | 90 | 100 | 10 |
| TM30 | Shadow Ball | Ghost | 60 | — | 20 |
| TM31 | Brick Break | Fighting | 75 | 100 | 15 |
| TM32 | Double Team | Normal | — | — | 15 |
| TM39 | Rock Tomb | Rock | 50 | 80 | 10 |
| TM40 | Aerial Ace | Flying | 60 | — | 20 |
| TM41 | Torment | Dark | — | 100 | 15 |
| TM42 | Facade | Normal | 70 | 100 | 20 |
| TM43 | Secret Power | Normal | 70 | 100 | 20 |
| TM44 | Rest | Psychic | — | — | 10 |
| TM48 | Skill Swap | Psychic | — | 100 | 10 |
| TM49 | Snatch | Dark | — | 100 | 10 |

### EGG MOVES

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| None | | | | |

### MOVE TUTOR LIST

| Move Name | Type | ST | ACC | PP |
|---|---|---|---|---|
| Body Slam* | Normal | 85 | 100 | 15 |
| Counter* | Fighting | — | 100 | 20 |
| Double-Edge* | Normal | 120 | 100 | 15 |
| Dream Eater* | Psychic | 100 | 100 | 15 |
| Dynamicpunch | Fighting | 100 | 50 | 5 |
| Endure* | Normal | — | — | 10 |
| Fire Punch* | Fire | 75 | 100 | 15 |
| Ice Punch* | Ice | 75 | 100 | 15 |
| Icy Wind* | Ice | 55 | 95 | 15 |
| Mimic | Normal | — | 100 | 10 |
| Mega Kick* | Normal | 120 | 85 | 5 |
| Mega Punch* | Normal | 80 | 75 | 20 |
| Mud-Slap* | Ground | 20 | 100 | 10 |
| Rock Slide* | Rock | 75 | 90 | 10 |
| Seismic Toss* | Fighting | — | 100 | 20 |
| Sleep Talk | Normal | — | — | 10 |
| Snore* | Normal | 40 | 100 | 15 |
| Substitute | Normal | — | — | 10 |
| Swagger | Normal | — | 90 | 15 |
| Swift* | Normal | 60 | — | 20 |
| Thunder Wave* | Electric | — | 100 | 20 |
| Thunderpunch* | Electric | 75 | 100 | 15 |

*Battle Frontier tutor move

# Complete Moves Lists

The Pokémon of the Hoenn region are familiar with many of the moves known by those in Johto and Kanto, but these indigenous Pokémon also know a fair number of exclusive moves. The lists included here detail the moves Pokémon know naturally at inception and those they learn during natural Evolution, as well as those you teach with Hidden Machines (HM) or Technical Machines (TM). There is also a dedicated list that details the moves used in Pokémon Contests and what kind of effects they will have on the attending audience and contest judges.

## Field and Battle Moves List

ST = Strength
ACC = Accuracy
PP = Power Points

Range = Whom the move affects in 2-on-2 Battles. The abbreviations used mean: 1E = 1 Enemy; 2E = 2 Enemies; RE = Random Enemy; 1A/2E = 1 Ally and 2 Enemies (i.e., everyone but the caster); S/E = Self and Enemy.

PA? = Is the move a Physical Attack?

TM/HM = Does the move have a TM or HM number?

| Name | Type | ST | ACC | PP | Range | PA? | TM/HM | Description |
|---|---|---|---|---|---|---|---|---|
| Absorb | Grass | 20 | 100 | 20 | S/E | N | | The Pokémon recovers half the damage amount that the opponent Pokémon receives from this Attack. |
| Acid | Poison | 40 | 100 | 30 | 2E | N | | Has a 10% chance of lowering opponent's Defense by one point. |
| Acid Armor | Poison | — | — | 40 | Self | N | | Raises the Pokémon's Defense by two points. |
| Aerial Ace | Flying | 60 | — | 20 | 1E | Y | TM40 | This Attack is always successful. |
| Aeroblast | Flying | 100 | 95 | 5 | 1E | Y | | High probability of critical hit. |
| Agility | Psychic | — | — | 30 | Self | N | | Raises the Pokémon's Speed by two. |
| Air Cutter | Flying | 55 | 95 | 25 | 2E | N | | Attack Move with a high Critical Hit ratio. |
| Amnesia | Psychic | — | — | 20 | 1E | N | | Raises the Pokémon's Special Defense by two points. |
| Ancientpower | Rock | 60 | 100 | 5 | S/E | Y | | Has a 10% chance of raising all of the Pokémon's abilities by one point. |
| Arm Thrust | Fighting | 15 | 100 | 20 | 1E | Y | | Attacks 2–5 times in one turn. |
| Aromatherapy | Grass | — | — | 5 | All Allies | N | | Cures the status abnormalities of allied Pokémon. |
| Assist | Normal | — | 100 | 20 | — | N | | This move randomly chooses one of the opponent Pokémon's moves. |
| Astonish | Ghost | 30 | 100 | 15 | 1E | Y | | 30% chance of making the opponent Flinch, nullifying its first move. |
| Attract | Normal | — | 100 | 15 | 1E | N | TM45 | Affects Pokémon of the opposite sex. Prevents the opponent Pokémon from Attacking with a 50% probability. |
| Aurora Beam | Ice | 65 | 100 | 20 | 1E | N | | Has a 10% chance of lowering the opponent's Attack by one point. |
| Barrage | Normal | 15 | 85 | 20 | 1E | Y | | Attacks 2–5 times consecutively in one turn. |
| Barrier | Psychic | — | — | 30 | Self | N | | Increases the Pokémon's Defense by two points. |
| Baton Pass | Normal | — | — | 40 | Allies | N | | Changes out the casting Pokémon for one of the other allied Pokémon. The substitute Pokémon inherits any beneficial Support Effects gained. The move fails if you don't have any Pokémon with which to alternate. |
| Beat Up | Dark | 10 | 100 | 10 | 1E | N | | Attacks opponent a number of times equal to your number of healthy Pokémon. |
| Belly Drum | Normal | — | — | 10 | Self | N | | Raises Attack to its maximum level, but in return it decreases the Pokémon's max HP by one-half. |
| Bide | Normal | — | 100 | 10 | S/E | Y | | Attack continues for 2–3 turns, and the damage received from the opponent during that time is returned doubled. |
| Bind | Normal | 15 | 75 | 20 | 1E | Y | | Consecutive Attack for 2–5 turns. Opponent cannot flee until the move has completed. |
| Bite | Dark | 60 | 100 | 25 | 1E | Y | | Causes opponent to Flinch with 30% probability. |
| Blast Burn | Fire | 150 | 90 | 5 | 1E | N | | A high-level Elemental Attack. |
| Blaze Kick | Fire | 85 | 90 | 10 | 1E | Y | | 10% chance of Burning the opponent. High Critical Hit ratio. Cures Frozen Pokémon. |
| Blizzard | Ice | 120 | 70 | 5 | 2E | N | TM14 | 10% additional chance of Freezing the opponent. |
| Block | Normal | — | 100 | 5 | 1E | N | | Prevents the opponent from fleeing or being switched out of battle. |
| Body Slam | Normal | 85 | 100 | 15 | 1E | Y | | 30% additional Effect of Paralysis. |
| Bone Club | Ground | 65 | 85 | 20 | 1E | Y | | 10% chance of making an opponent back off. |
| Bone Rush | Ground | 25 | 80 | 10 | 1E | Y | | Attacks 2–5 times consecutively in one turn. |
| Bonemerang | Ground | 50 | 90 | 10 | 1E | Y | | Attacks twice in a row in one turn. |
| Bounce | Flying | 85 | 85 | 5 | S/E | Y | | On the first turn, the Pokémon bounces into the air. On the second turn, the Attack takes place. 30% chance of inflicting Paralysis on the opponent. |
| Brick Break | Fighting | 75 | 100 | 15 | 1E | N | TM31 | Defeats the Effects of Reflect and Light Screen. |
| Bubble | Water | 20 | 100 | 30 | 2E | N | | 10% probability of lowering the opponent Pokémon's Speed. |
| Bubblebeam | Water | 65 | 100 | 20 | 1E | N | | 10% additional chance of lowering the opponent Pokémon's Speed. |
| Bulk Up | Fighting | — | — | 20 | Self | N | TM08 | Raises your Attack and Defense by two. |
| Bullet Seed | Grass | 10 | 100 | 30 | 1E | N | TM09 | Attacks 2–5 times in one turn. |
| Calm Mind | Psychic | — | — | 20 | Self | N | TM04 | Raises the Pokémon's Special Attack and Special Defense by one. |
| Camouflage | Normal | — | 100 | 20 | Self | N | | Pokémon's type is changed to a type that corresponds to the battlefield terrain (e.g., on grasslands, Pokémon becomes a Grass-type; sand = Ground-type; on sea or underwater = Water-type). |

| Name | Type | ST | ACC | PP | Range | PA? | TM/HM | Description |
|---|---|---|---|---|---|---|---|---|
| Charge | Electric | — | 100 | 20 | Self | N | | The turn after using the move, Electric-type Moves are doubled in strength. |
| Charm | Normal | — | 100 | 20 | 1E | N | | Lowers the opponent Pokémon's Attack by two points. |
| Clamp | Water | 35 | 75 | 10 | 1E | Y | | Attacks over 2–5 consecutive turns, during which the opponent can't flee. |
| Comet Punch | Normal | 18 | 85 | 15 | 1E | Y | | Attacks 2–5 times consecutively in one turn. |
| Confuse Ray | Ghost | — | 100 | 10 | 1E | N | | Confuses opponent. |
| Confusion | Psychic | 50 | 100 | 25 | 1E | N | | 10% additional Effect of Confusion. |
| Constrict | Normal | 10 | 100 | 35 | 1E | Y | | Lowers the opponent Pokémon's Speed by one point with a 10% probability. |
| Conversion | Normal | — | — | 30 | S/E | Y | | Changes your type into one of your Attack types. |
| Conversion 2 | Normal | — | 100 | 30 | S/E | Y | | Changes your type into one that your opponent's Attack is weak against. |
| Cosmic Power | Normal | — | — | 20 | Self | N | | Raises the Pokémon's Defense and Special Defense by one. |
| Cotton Spore | Grass | — | 85 | 40 | 1E | N | | Lowers the opponent Pokémon's Speed by two points. |
| Counter | Fighting | — | 100 | 20 | S/E | Y | | Attacks second in battle and inflicts twice as much damage as long as the opponent uses a Physical Attack. |
| Covet | Normal | 40 | 100 | 40 | S/E | N | | Allows you to grab and hold onto the Item the opponent is holding. |
| Crabhammer | Water | 90 | 85 | 10 | 1E | Y | | Dousing Move has a high Critical Hit ratio. |
| Cross Chop | Fighting | 100 | 80 | 5 | 1E | Y | | Makes it easier to produce a Critical Hit. |
| Crunch | Dark | 80 | 100 | 15 | 1E | Y | | Lowers the opponent Pokémon's Special Defense by one point with a 20% probability. |
| Crush Claw | Normal | 75 | 95 | 10 | 1E | Y | | 50% chance of lowering the opponent's Defense. |
| Curse | — | — | — | 10 | S/E | N | | Raises the Pokémon's Attack and Defense by one point and lowers the Pokémon's Speed by one point. If cast by a Ghost-type Pokémon, it decreases its own HP by half and Curses the opponent Pokémon. Each turn, a Cursed Pokémon loses up to 25% of its HP. |
| Cut | Normal | 50 | 95 | 30 | 1E | Y | HM01 | Normal Attack. Outside of battle, this cuts down thin trees. |
| Defense Curl | Normal | — | — | 40 | Self | N | | Raises the Pokémon's Defense by one. |
| Destiny Bond | Ghost | — | — | 5 | S/E | N | | After using this skill, if your Pokémon faints, the opponent Pokémon does, too. |
| Detect | Fighting | — | — | 5 | Self | N | | Allows you to evade Attack this turn. Success rate decreases with each consecutive use. |
| Dig | Ground | 60 | 100 | 10 | 1E | Y | TM28 | Digs a hole during first turn, Attacks on second turn. Outside of battle, use this skill to escape from caves. |
| Disable | Normal | — | 55 | 20 | 1E | N | | Disables the skill the opponent Pokémon just used for a number of turns. |
| Dive | Water | 60 | 100 | 10 | 1E | Y | HM08 | On the first turn, the Pokémon dives underwater, and on the second turn, it Attacks. Outside of battle, use this to dive underwater and re-surface. |
| Dizzy Punch | Normal | 70 | 100 | 10 | 1E | Y | | 20% additional chance of Confusing the opponent. |
| Doom Desire | Steel | 120 | 85 | 5 | 1E | Y | | Waits two turns, then inflicts damage on foe on the third turn. |
| Double Kick | Fighting | 30 | 100 | 30 | 1E | Y | | Pokémon's Attack hits twice in one turn. |
| Double Team | Normal | — | — | 15 | Self | N | TM32 | Raises the Pokémon's Evasiveness by one point. |
| Double-Edge | Normal | 120 | 100 | 15 | S/E | Y | | Attacks with recoil. The casting Pokémon receives 33% of the damage inflicted on the opponent. |
| Doubleslap | Normal | 15 | 85 | 10 | 1E | Y | | Attack 2–5 times in one turn. |
| Dragon Claw | Dragon | 80 | 100 | 15 | 1E | Y | TM02 | Normal Attack. |
| Dragon Dance | Dragon | — | — | 20 | Self | N | | Raises both Speed and Attack. |
| Dragon Rage | Dragon | — | 100 | 10 | 1E | N | | Does 40 points of damage, regardless of the Pokémon's abilities. |
| Dragonbreath | Dragon | 60 | 100 | 20 | 1E | N | | Paralyzes opponent with a 30% probability. |
| Dream Eater | Psychic | 100 | 100 | 15 | S/E | N | | This Effect works only on Sleeping Pokémon. The Pokémon recovers half of the HP damage inflicted. |
| Drill Peck | Flying | 80 | 100 | 20 | 1E | Y | | A basic Flying-type Attack. |
| Dynamicpunch | Fighting | 100 | 50 | 5 | 1E | Y | | If the skill hits, the opponent becomes Confused. |
| Earthquake | Ground | 100 | 100 | 10 | 1A/2E | N | TM26 | Normal Attack. Has no Effect against Flight types, while the strength of the Attack is doubled against Pokémon using the move Dig. |
| Egg Bomb | Normal | 100 | 75 | 10 | — | Y | | Normal Attack. |
| Ember | Fire | 40 | 100 | 25 | 1E | N | | 10% additional chance of Burning the opponent. Cures Frozen Pokémon. |
| Encore | Normal | — | 100 | 5 | 1E | N | | Makes the opponent Pokémon repeat the last skill used for 3–6 turns. |
| Endeavor | Normal | — | 100 | 5 | 1E | Y | | Reduces the opponent's HP to the same level as yours if its total HP are higher than yours. |
| Endure | Normal | — | — | 10 | Self | N | | Pokémon always survives with 1 HP, regardless of Attack. Repeated use lowers the success rate. |
| Eruption | Fire | 150 | 100 | 5 | 2E | N | | The lower your HP, the lesser the move's power becomes. |
| Explosion | Normal | 250 | 100 | 5 | All | N | | The opponent Pokémon faints after the devastating Attack is finished. |
| Extrasensory | Psychic | 80 | 100 | 30 | 1E | Y | | 10% chance that the opponent will Flinch. |
| Extremespeed | Normal | 80 | 100 | 5 | 1E | Y | | Attack always hits first. If both Pokémon use this, it works for the one with the highest Speed. |
| Façade | Normal | 70 | 100 | 20 | 1E | Y | TM42 | The strength of this skill is doubled when you are either Poisoned, Paralyzed, or Burned. |
| Faint Attack | Dark | 60 | — | 20 | 1E | N | | Attack hits opponent without fail. |
| Fake Out | Normal | 40 | 100 | 10 | 1E | N | | Pokémon Attacks first and the Attack has a 100% chance of making the opponent Flinch. However, casting Pokémon cannot Attack first on the starting turn. |
| Fake Tears | Dark | — | 100 | 20 | 1E | N | | Lowers the opponent's Special Defense by 2. |
| False Swipe | Normal | 40 | 100 | 40 | 1E | Y | | Leaves the opponent with 1 HP without fail. (You cannot defeat a Pokémon with this skill.) |
| Featherdance | Flying | — | 100 | 15 | 1E | N | | Lowers the opponent's Attack by two. |

| Name | Type | ST | ACC | PP | Range | PA? | TM/HM | Description |
|---|---|---|---|---|---|---|---|---|
| Fire Blast | Fire | 120 | 85 | 5 | 1E | N | TM38 | 10% additional chance of Burning the opponent Pokémon. |
| Fire Punch | Fire | 75 | 100 | 15 | 1E | Y | | 10% additional chance of Burning the opponent Pokémon. Cures Frozen Pokémon. |
| Fire Spin | Fire | 15 | 70 | 15 | 1E | N | | Pokémon consecutively Attacks for 2–5 turns. Opponent Pokémon cannot flee. Cures Frozen Pokémon. |
| Fissure | Ground | — | 30 | 5 | 1E | N | | Defeats the opponent with one Attack. Doesn't work against Flying-types. |
| Flail | Normal | — | 100 | 15 | 1E | Y | | Inflicts more damage the lower the Pokémon's HP. |
| Flamethrower | Fire | 95 | 100 | 15 | 1E | N | TM35 | 10% chance of burning the opponent. Cures Frozen Pokémon. |
| Flame Wheel | Fire | 60 | 100 | 25 | IE | Y | | 10% chance of Burning opponent; ice is melted if opponent is frozen. |
| Flash | Normal | — | 70 | 20 | 1E | N | HM05 | Lowers opponent's Accuracy by one point. When used outside of battle, this illuminates dark caves. |
| Flatter | Dark | — | 100 | 15 | 1E | N | | Confuses the opponent but raises its Special Attack by one. |
| Fly | Flying | 70 | 95 | 15 | 1E | Y | HM02 | Fly into the air on Turn 1 and Attack on Turn 2. Outside of battle, use this skill to fly to the cities you've visited. |
| Focus Energy | Normal | — | — | 30 | Self | N | | Raises the possibility that the casting Pokémon's next Attack will make a Critical Hit. |
| Focus Punch | Fighting | 150 | 100 | 20 | S/E | Y | TM01 | Attacks from behind without fail. When you take damage from the opponent, you Flinch and cannot Attack. |
| Follow Me | Normal | — | 100 | 20 | Self | N | | Casting Pokémon takes over the move the opponent uses in that turn, becoming its teacher. |
| Foresight | Normal | — | 100 | 40 | 1E | N | | Opponent's Evasiveness returns to normal. Fighting and Normal Attacks become effective against Ghost-type Pokémon. |
| Frustration | Normal | — | 100 | 20 | 1E | Y | TM21 | The more the Pokémon dislikes you, the higher the move's Attack strength. |
| Fury Attack | Normal | 15 | 85 | 20 | 1E | Y | | Attacks 2–5 times consecutively in one turn. |
| Fury Cutter | Bug | 10 | 95 | 20 | 1E | Y | | The strength of this skill doubles with each consecutive turn it is successfully used. It returns to normal when you stop using it or a hit misses. |
| Fury Swipes | Normal | 18 | 80 | 15 | 1E | Y | | Attacks 2–5 times consecutively in one turn. |
| Future Sight | Psychic | 80 | 90 | 15 | 1E | N | | Psychic-type Move Attacks the opponent Pokémon after two turns. |
| Giga Drain | Grass | 60 | 100 | 5 | S/E | N | TM19 | The Pokémon recovers half the amount of damage the opponent Pokémon receives from this Attack. |
| Glare | Normal | — | 75 | 30 | 1E | N | | Paralyzes opponent Pokémon. |
| Grasswhistle | Grass | — | 55 | 15 | 1E | N | | Puts opponent Pokémon to Sleep. |
| Growl | Normal | — | 100 | 40 | 2E | N | | Lowers the opponent's Attack by one point. |
| Growth | Normal | — | — | 40 | Self | N | | Raises the Pokémon's Special Attack by one. |
| Grudge | Ghost | — | 100 | 5 | S/E | N | | Reduces to 0 the number of PP of the move an opponent uses to make your Pokémon faint. |
| Guillotine | Normal | — | 30 | 5 | 1E | Y | | In one blow, you knock out the opponent. Move has no effect if the opponent's level is higher than casting Pokémon, but it has a higher chance of succeeding if the opponent's level is lower than yours. |
| Gust | Flying | 40 | 100 | 35 | 1E | N | | Normal Attack. Damage is doubled when used against a Pokémon using Fly. |
| Hail | Ice | — | — | 10 | All | N | TM07 | Summons a hailstorm that lasts for five turns. At the end of each turn it causes damage to all non–Ice-type Pokémon active in the battle. |
| Harden | Normal | — | — | 30 | Self | N | | Raises the Pokémon's Defense by one point. |
| Haze | Ice | — | — | 30 | All | N | | Returns all status anomalies (the casting Pokémon's and the opponent Pokémon's) to normal. |
| Headbutt | Normal | 70 | 100 | 15 | 1E | Y | | 30% chance of causing the opponent to Flinch. |
| Heal Bell | Normal | — | — | 5 | All Allies | N | | Recovers all of an ally's status anomalies. |
| Heat Wave | Fire | 100 | 90 | 10 | 2E | N | | 10% chance of Burning the opponent. Cures Frozen Pokémon. |
| Helping Hand | Normal | — | 100 | 20 | All Allies | N | | Move increases the Attack strength of your ally's move by 1.5. |
| Hi Jump Kick | Fighting | 85 | 90 | 20 | S/E | Y | | If this Attack fails, casting Pokémon receives 25% of the possible damage inflicted. |
| Hidden Power | Normal | — | 100 | 15 | 1E | N | TM10 | Changes type and power based on the Pokémon using it. |
| Horn Attack | Normal | 65 | 100 | 25 | 1E | Y | | Normal Attack. |
| Horn Drill | Normal | — | 30 | 5 | 1E | Y | | In one blow, the opponent is knocked out. Does not affect Pokémon whose levels are higher than yours, while the chance of success is greater against Pokémon with lower levels. |
| Howl | Normal | — | — | 40 | Self | N | | Raises your Attack by one point. |
| Hydro Cannon | Water | 150 | 90 | 5 | 1E | N | | High-level Water attack, but user cannot move during next turn. |
| Hydro Pump | Water | 120 | 80 | 5 | 1E | N | | Normal Water-type Attack. |
| Hyper Beam | Normal | 150 | 90 | 5 | 1E | N | TM15 | Inflicts a large amount of damage, but the Pokémon cannot Attack on the next turn. |
| Hyper Fang | Normal | 80 | 90 | 15 | 1E | Y | | 10% chance of making an opponent back off. |
| Hyper Voice | Normal | 90 | 100 | 10 | 2E | N | | Normal Attack. |
| Hypnosis | Psychic | — | 60 | 20 | 1E | N | | Puts opponent to Sleep. |
| Ice Ball | Ice | 30 | 90 | 20 | 1E | Y | | Attack lasts more than five turns or until it misses. Damage increases every turn the Attack succeeds. |
| Ice Beam | Ice | 95 | 100 | 10 | 1E | N | TM13 | 10% additional Effect of Freezing the Pokémon's opponent. |
| Ice Punch | Ice | 75 | 100 | 15 | 1E | Y | | 10% additional Effect of Freezing the Pokémon's opponent. |
| Icicle Spear | Ice | 10 | 100 | 30 | 1E | N | | High-level Ice Attack for Shelder. |
| Icy Wind | Ice | 55 | 95 | 15 | 2E | N | | Lowers the opponent Pokémon's Speed by one point. |
| Imprison | Psychic | — | 100 | 15 | S/E | N | | If you know one of your opponent Pokémon's moves, it cannot use it in the battle. |
| Ingrain | Grass | — | 100 | 20 | Self | N | | Each turn, you recover a few HP, but casting Pokémon cannot switch with a reserve Pokémon. |
| Iron Defense | Steel | — | — | 15 | Self | N | | Raises casting Pokémon's Defense by two. |
| Iron Tail | Steel | 100 | 75 | 15 | 1E | Y | TM23 | 30% probability that it will lower the opponent Pokémon's Defense one level. |
| Jump Kick | Fighting | 70 | 95 | 25 | 1E | Y | | If an Attack misses, receive 1/8 of the damage that it would have caused. |
| Karate Chop | Fighting | 50 | 100 | 25 | 1E | Y | | Makes it easier to produce a Critical Hit. |
| Kinesis | Psychic | — | 80 | 15 | 1E | N | | Lowers opponent's Accuracy by one point. |
| Knock Off | Dark | 20 | 100 | 20 | 1E | Y | | When hit, the opponent drops the Item it is holding, losing its effect. After the battle, the Item is returned. |
| Leaf Blade | Grass | 70 | 100 | 15 | 1E | Y | | Makes it easy to produce a Critical Hit. |

| Name | Type | ST | ACC | PP | Range | PA? | TM/HM | Description |
|---|---|---|---|---|---|---|---|---|
| Leech Life | Bug | 20 | 100 | 15 | S/E | Y | | The Pokémon recovers half of the amount of damage that the opponent Pokémon receives from this Attack. |
| Leech Seed | Grass | — | 90 | 10 | S/E | N | | Absorbs opponent's HP with each turn and recovers part of the HP absorbed. This Effect continues even after the opponent's Pokémon is changed. |
| Leer | Normal | — | 100 | 30 | 2E | N | | Lowers opponent's Defense by one point. |
| Lick | Ghost | 20 | 100 | 30 | 1E | Y | | Additional Effect of Paralysis (30%). |
| Light Screen | Psychic | — | — | 30 | Self | N | TM16 | Halves the damage from Special Attacks for five turns. The Effect continues after changing Pokémon. |
| Lock-On | Normal | — | 100 | 5 | 1E | N | | The Pokémon's Attack hits with certainty on its next turn. Best used in tandem with a powerful Attack move. |
| Lovely Kiss | Normal | — | 75 | 10 | 1E | Y | | Makes an opponent Sleep. |
| Low Kick | Fighting | — | 100 | 20 | 1E | Y | | The heavier the opponent's Pokémon, the stronger the Attack. |
| Luster Purge | Psychic | 70 | 100 | 5 | 1E | N | | Has a 50% chance of lowering the opponent's Special Defense one point. |
| Mach Punch | Fighting | 40 | 100 | 30 | 1E | Y | | Move strikes first without fail. (If both Pokémon produce this Attack, the one with the highest Speed rating goes first.) |
| Magic Coat | Psychic | — | 100 | 15 | 1E | N | | Reflects moves that have Effects such as Poison, Paralyze, Sleep, Confusion, and Leech Seed. |
| Magical Leaf | Grass | 60 | — | 20 | 1E | N | | Move that hits the opponent 100% of the time. |
| Magnitude | Ground | — | 100 | 30 | 1A/2E | N | | Strength of the Attack randomly changes (10, 30, 50, 70, 90, 110, or 150). The strength of the Attack is doubled when used against a Pokémon who has used Dig. Attack affects any ally outside of battle as well as opponent Pokémon. |
| Mean Look | Normal | — | 100 | 5 | 1E | N | | Makes the opponent Pokémon unable to flee from battle or be switched out. |
| Meditate | Psychic | — | — | 40 | Self | N | | Raises the Pokémon's Attack by one point. |
| Mega Drain | Grass | 40 | 100 | 10 | S/E | N | | The Pokémon absorbs half of the damage inflicted. |
| Mega Kick | Normal | 120 | 75 | 5 | 1E | Y | | Normal Attack. |
| Mega Punch | Normal | 80 | 85 | 20 | 1E | Y | | Normal Attack. |
| Megahorn | Bug | 120 | 85 | 10 | 1E | Y | | Normal Attack. |
| Memento | Dark | — | 100 | 10 | S/E | N | | Lowers the opponent's Attack and Special Attack by two, but makes your Pokémon faint. |
| Metal Claw | Steel | 50 | 95 | 35 | 1E | Y | | Raises the Pokémon's Defense by one with a 10% probability. |
| Metal Sound | Steel | — | 85 | 40 | 1E | N | | Lowers opponent's Special Defense by two. |
| Meteor Mash | Steel | 100 | 85 | 10 | 1E | Y | | 20% chance that it will raise your Attack by one. |
| Metronome | Normal | — | — | 10 | S/E | Y | | Randomly uses an Attack from entire repertoire. |
| Milk Drink | Normal | — | — | 10 | S/E | Y | | Restores half of HP; splits 1/5 of HP among your other Pokémon. |
| Mimic | Normal | — | 100 | 10 | S/E | N | | Allows the Pokémon to copy and use the opponent Pokémon's last Attack for the duration of the battle. |
| Mind Reader | Normal | — | 100 | 5 | 1E | N | | The Pokémon's next Attack hits. |
| Minimize | Normal | — | — | 20 | Self | N | | Increases the caster's Evasiveness by one. |
| Mirror Coat | Psychic | — | 100 | 20 | S/E | N | | Pokémon Attacks second in battle (regardless of Pokémon's Speed). Returns double the Special Attacks of the opponent Pokémon. |
| Mirror Move | Flying | — | — | 20 | 1E | N | | Pokémon counters with the same Attack used by the opponent Pokémon. |
| Mist | Ice | — | — | 30 | 2E | N | | Casting Pokémon cannot be affected by skills that lower abilities. |
| Mist Ball | Psychic | 70 | 100 | 5 | 1E | N | | 50% chance of lowering the opponent's Special Attack. |
| Moonlight | Normal | — | — | 5 | Self | N | | Recovers 50% of the Pokémon's max HP. The Effectiveness changes based on the time of day. |
| Morning Sun | Normal | — | — | 5 | Self | N | | Move recovers HP, but the effectiveness changes based on the time of day. |
| Mud Shot | Ground | 55 | 95 | 15 | 1E | N | | Always lowers the opponent's Speed by one. |
| Mud Sport | Ground | — | 100 | 15 | All | N | | Halves the strength of Electric-type Moves for the Pokémon who uses this move. |
| Muddy Water | Water | 95 | 85 | 10 | 2E | N | | 30% chance of lowering the opponent's Accuracy. |
| Mud-Slap | Ground | 20 | 100 | 10 | 1E | N | | Lowers opponent's Accuracy by one point. |
| Nature Power | Normal | — | 95 | 20 | 1E | N | | Changes other moves to correspond to the battlefield's terrain (grass = Stun Spore; long grass = Razor Leaf; sand = Earthquake; underwater = Hydro Pump; sea = Surf; pond = Bubblebeam; mountain = Rock Slide; cave = Shadow Ball; other = Swift). |
| Needle Arm | Grass | 60 | 100 | 15 | 1E | Y | | 30% chance of making the opponent Flinch. |
| Nightmare | Ghost | — | 100 | 5 | 1E | Y | | Gives an opponent nightmares; works only when opponent is Sleeping. |
| Night Shade | Ghost | — | 100 | 15 | 1E | N | | Inflicts damage equal to the Pokémon's level, regardless of the Pokémon's or the opponent Pokémon's abilities. |
| Octazooka | Water | 65 | 85 | 10 | 1E | N | | 50% chance of lowering opponent's Accuracy by one. |
| Odor Sleuth | Normal | — | 100 | 40 | 1E | N | | Opponent's Evasiveness returns to normal. Fighting and Normal Attacks become effective against Ghost-type opponent Pokémon. |
| Outrage | Dragon | 90 | 100 | 15 | RE | Y | | Consecutive Attacks for 2–3 turns, but casting Pokémon becomes Confused when the Attack is finished. |
| Overheat | Fire | 140 | 90 | 5 | S/E | Y | TM50 | Lowers the opponent's Special Attack by two. |
| Pain Split | Normal | — | 100 | 20 | 1E | Y | | Combines your HP with your opponent's HP and splits them between both of you. |
| Pay Day | Normal | 40 | 100 | 20 | 1E | Y | | After a battle, receive money equal to: (your level) x (number of Attacks) x 2. |
| Peck | Flying | 35 | 100 | 35 | 1E | Y | | Normal Attack. |
| Perish Song | Normal | — | — | 5 | All | N | | Passes a sentence on the Pokémon on outside of battle which makes both Pokémon used in battle faint after three turns. |
| Petal Dance | Grass | 70 | 100 | 20 | RE | Y | | Attacks for 2–3 turns, then when the Effect ends, Confuses the Pokémon. |
| Pin Missile | Bug | 14 | 85 | 20 | 1E | N | | Attacks 2–5 times in one turn. |
| Poison Fang | Poison | 50 | 100 | 15 | 1E | Y | | 30% chance of Poisoning the opponent. Poison damage grows greater with each passing turn. |
| Poison Gas | Poison | — | 55 | 40 | 1E | N | | Infects opponent with Poison. |
| Poison Sting | Poison | 15 | 100 | 35 | 1E | N | | 30% additional Effect of Poison. |

| Name | Type | ST | ACC | PP | Range | PA? | TM/HM | Description |
|---|---|---|---|---|---|---|---|---|
| Poison Tail | Poison | 50 | 100 | 25 | 1E | Y | | Easy to score a Critical Hit. 10% chance of Poisoning the opponent. |
| Poisonpowder | Poison | — | 75 | 35 | 1E | N | | Infects opponent with Poison. |
| Pound | Normal | 40 | 100 | 35 | 1E | Y | | Normal Attack. |
| Powder Snow | Ice | 40 | 100 | 25 | 2E | N | | Freezes the opponent Pokémon with a 10% probability. |
| Present | Normal | — | 90 | 15 | 1E | Y | | May cause damage of 40, 80, or 120, or may restore HP by 80. |
| Protect | Normal | — | — | 10 | Self | N | TM17 | Defends against the opponent's current Attack. The success ratio is lowered when consecutively used. |
| Psybeam | Psychic | 65 | 100 | 20 | 1E | N | | 10% additional chance of Confusion. |
| Psycho Boost | Psychic | 140 | 90 | 5 | 1E | N | | High-level attack, but lowers user's SP ATK status. |
| Psych Up | Normal | — | — | 10 | S/E | N | | When the opponent uses moves that have beneficial side effects (such as Leech Seed, etc.), the same Effects benefit your own Pokémon. |
| Psychic | Psychic | 90 | 100 | 10 | 1E | N | TM29 | Reduces opponent's Special Defense by one point with a 10% probability. |
| Psywave | Psychic | — | 80 | 15 | 1E | N | | Randomly inflicts 0.5 to 1.5 points of damage times the Pokémon's level. |
| Pursuit | Dark | 40 | 100 | 20 | 1E | Y | | When you use this move, if the opponent changes Pokémon, it inflicts twice the amount of damage as it is changed. |
| Quick Attack | Normal | 40 | 100 | 30 | 1E | T | | Get a pre-emptive Attack without fail. (If both Pokémon use this Attack, the one with the highest Speed lands the Attack first.) |
| Rage | Normal | 20 | 100 | 20 | 1E | Y | | For one round of battle, the strength of the Attack increases by the amount of damage inflicted by the opponent. |
| Rain Dance | Water | — | — | 5 | All | N | TM18 | Summons a rain storm that raises the strength of Water-type Attacks for five turns. |
| Rapid Spin | Normal | 20 | 100 | 40 | S/E | Y | | Releases the Pokémon from continuous moves such as Bind, Whirlpool, Clamp, Sand Tomb, Fire Spin, Wrap, Spikes, and Leech Seed. |
| Razor Leaf | Grass | 55 | 95 | 25 | 2E | N | | Easy to produce a Critical Hit. |
| Razor Wind | Normal | 80 | 100 | 10 | 2E | N | | Gathers strength during Turn 1 and Attacks during Turn 2. Makes it easier to do a Critical Hit. |
| Recover | Normal | — | — | 20 | Self | N | | Recover HP up to half the maximum points. |
| Recycle | Normal | — | 100 | 10 | Self | N | | Makes it possible to reuse a Held Item a second time. |
| Reflect | Psychic | — | — | 20 | Self | N | TM33 | Halves the damage from Physical Attacks for five turns. Effect continues even if you change Pokémon. |
| Refresh | Normal | — | 100 | 20 | Self | N | | Cures the conditions Poison, Paralyze, and Burn. |
| Rest | Psychic | — | — | 10 | Self | N | TM44 | After the Pokémon recovers all HP, it lies down to Sleep for two turns. |
| Return | Normal | — | 100 | 20 | 1E | Y | TM27 | The Pokémon you are using becomes stronger the more emotionally attached it is to you. |
| Revenge | Fighting | 60 | 100 | 10 | 1E | Y | | The Attack's strength doubles when you take damage from the opponent's Attack on that turn. |
| Reversal | Fighting | — | 100 | 15 | 1E | Y | | The less HP the casting Pokémon has remaining, the stronger the Attack. |
| Roar | Normal | — | 100 | 20 | 1E | N | TM05 | Opponent is scared away from battle. In a Trainer's battle, the Pokémon is forcibly changed. Move has no Effect if the opponent doesn't have any Pokémon in waiting. |
| Rock Blast | Rock | 25 | 80 | 10 | 1E | N | | Attacks 2–5 times in one turn. |
| Rock Slide | Rock | 75 | 90 | 10 | 2E | N | | 30% additional chance of causing the opponent to Flinch. |
| Rock Smash | Fighting | 20 | 100 | 15 | 1E | Y | HM06 | Lowers the opponent's Defense by one point with a 50% probability. Outside of battle, this crushes rocks, possibly releasing a Pokémon. |
| Rock Throw | Rock | 50 | 90 | 15 | 1E | N | | Normal Attack. |
| Rock Tomb | Rock | 50 | 80 | 10 | 1E | N | TM39 | Lowers the opponent's Speed by one. |
| Role Play | Psychic | — | 100 | 10 | Self | N | | Gives you and the opponent Pokémon the same innate ability. However, it is impossible to copy Wonder Guard. |
| Rolling Kick | Fighting | 60 | 85 | 15 | 1E | Y | | 30% chance of making an opponent back off. |
| Rollout | Rock | 30 | 90 | 20 | 1E | Y | | Consecutive Attacks for up to five turns until it misses. Increases damage with each hit. Strength of the Attack is doubled when you use Defense Curl the turn before. |
| Sacred Fire | Fire | 100 | 95 | 5 | IE | N | | 50% chance of Burning opponent. |
| Safeguard | Normal | — | — | 25 | Self | N | TM20 | Over five turns, this protects against status anomalies. Effect continues when you change Pokémon. |
| Sand Tomb | Ground | 15 | 70 | 15 | 1E | N | | Attacks for 2–5 turns. The opponent cannot flee or switch out during the Attack's duration. |
| Sand-Attack | Ground | — | 100 | 15 | 1E | N | | Lowers opponent's Accuracy by one. |
| Sandstorm | Rock | — | — | 10 | All | N | TM37 | For five turns a sandstorm rages, damaging both players each turn. Does not affect Rock-, Earth-, or Steel-type Pokémon. |
| Scary Face | Normal | — | 90 | 10 | 1E | N | | Lowers opponent's Speed by two. |
| Scratch | Normal | 40 | 100 | 35 | 1E | Y | | Normal Attack. |
| Screech | Normal | — | 85 | 40 | 1E | N | | Lowers the opponent Pokémon's Defense by two. |
| Secret Power | Normal | 70 | 100 | 20 | 1E | N | TM43 | 30% chance of giving the opponent a status condition that corresponds to the battlefield's terrain (grass = Poison; tall grass = Sleep; sand = Lowered Accuracy; underwater = Lowered Defense; sea = Lowered Attack; pond = Lowered Speed; mountain = Confusion; anything else = Paralyze). Outside of battle, use this to open Secret Bases. |
| Seismic Toss | Fighting | — | 100 | 20 | 1E | Y | | Inflict damage on the opponent equal to the Pokémon's level, regardless of both Pokémon's abilities. |
| Selfdestruct | Normal | 200 | 100 | 5 | All | N | | Devastating Attack. Pokémon faints after using this move. |
| Shadow Ball | Ghost | 80 | 100 | 15 | 1E | N | | Lowers opponent's Special Defense by one point with a 20% probability. |
| Shadow Punch | Ghost | 60 | — | 20 | 1E | Y | TM30 | Attack that hits without fail. |
| Sharpen | Normal | — | — | 30 | S/E | Y | | Temporarily increases Pokemon's Attack. |
| Sheer Cold | Ice | — | 30 | 5 | 1E | N | | In one blow, the opponent is knocked out. Does not affect Pokémon whose level is higher than yours, while the chance of success is greater against Pokémon with a lower level. |
| Shock Wave | Electric | 60 | — | 20 | 1E | N | TM34 | This Attack is always successful. |
| Signal Beam | Bug | 75 | 100 | 15 | 1E | N | | 10% chance of Confusing the opponent. |
| Silver Wind | Bug | 60 | 100 | 5 | S/E | N | | 10% chance of raising your Attack, Defense, Speed, Special Attack, and Special Defense by one. |
| Sing | Normal | — | 55 | 15 | 1E | N | | Lulls opponent to Sleep. |
| Sketch | Normal | — | — | 10 | 1E | Y | | Replaces itself with the opponent's last Attack, Defense, Sp. Attack, Sp. Defense, and Speed by one level. |
| Skill Swap | Psychic | — | 100 | 10 | S/E | N | TM48 | Gives you and the opponent Pokémon the same innate ability. However, it is impossible to copy Wonder Guard. |

| Name | Type | ST | ACC | PP | Range | PA? | TM/HM | Description |
|---|---|---|---|---|---|---|---|---|
| Skull Bash | Normal | 100 | 100 | 15 | S/E | Y | | Raises the Pokémon's Defense by one point during Turn 1 and Attacks during Turn 2. |
| Sky Attack | Flying | 140 | 90 | 5 | 1E | N | | Gathers strength during Turn 1, Attacks during Turn 2. 30% chance of causing the opponent to Flinch. |
| Sky Uppercut | Fighting | 85 | 90 | 15 | 1E | Y | | Also effective against Pokémon using Fly. |
| Slack Off | Normal | — | 100 | 10 | Self | N | | Recover 50% of your max HP. |
| Slam | Normal | 80 | 75 | 20 | 1E | Y | | Normal Attack. |
| Slash | Normal | 70 | 100 | 20 | 1E | Y | | Easy to produce a Critical Hit. |
| Sleep Powder | Grass | — | 75 | 15 | 1E | N | | Puts opponent to Sleep. |
| Sleep Talk | Normal | — | — | 10 | — | N | | Randomly uses one of the skills you possess, but only when you are asleep. |
| Sludge | Poison | 65 | 100 | 20 | 1E | N | | 30% chance of Poisoning the opponent. |
| Sludge Bomb | Poison | 90 | 100 | 10 | 1E | N | TM36 | 30% chance of Poisoning the opponent. |
| Smellingsalt | Normal | 60 | 100 | 10 | 1E | Y | | Inflicts twice the damage if the opponent is Paralyzed, but it cures that Paralysis. |
| Smog | Poison | 20 | 70 | 20 | 1E | N | | Infects opponent with Poison with 40% probability. |
| Smokescreen | Normal | — | 100 | 20 | 1E | N | | Lowers opponent's Accuracy by one. |
| Snatch | Dark | — | 100 | 10 | S/E | N | TM49 | On the turn this move is used, if your opponent used a move that recovers HP or increases its abilities, this move steals that Effect and applies it to you. |
| Snore | Normal | 40 | 100 | 15 | 1E | N | | This is only effective when the Pokémon is asleep. Makes the opponent Pokémon Flinch with a 30% probability. |
| Softboiled | Normal | — | 100 | 10 | S/E | Y | | Restores half of HP; gives 1/5 of Chansey's HP to another one of your Pokémon. |
| Solarbeam | Grass | 120 | 100 | 10 | 1E | N | TM22 | Absorb light on Turn 1 and Attack on Turn 2. Move works best during sunny weather, while the Effect is halved when it is raining. |
| Sonicboom | Normal | — | 90 | 20 | 1E | N | | Does 20 points of damage regardless of the opponent's Attack or Defense strength. |
| Spark | Electric | 65 | 100 | 20 | 1E | Y | | Paralyzes opponent with a 30% probability. |
| Spider Web | Bug | — | 100 | 10 | 1E | Y | | Prevents escape; prevents substitutions in Trainer battles. |
| Spike Cannon | Normal | 20 | 100 | 15 | 1E | N | | Attacks 2–5 times in one turn. |
| Spikes | Ground | — | — | 20 | AE | N | | Inflicts damage whenever the opponent tries to flee or changes Pokémon. You can use this move up to three times in a battle and the strength of the move increases as used. |
| Spit Up | Normal | 100 | 100 | 10 | 1E | N | | Move's power becomes greater the more the Pokémon uses Stockpile. |
| Spite | Ghost | — | 100 | 10 | 1E | N | | Randomly decreases 2–5 PP in the skill that the opponent last used. |
| Splash | Normal | — | — | 40 | — | N | | The Pokémon splashes about. Nothing else happens. |
| Spore | Grass | — | 100 | 15 | 1E | N | | Puts the opponent to Sleep. |
| Steel Wing | Steel | 70 | 90 | 25 | S/E | Y | TM47 | Raises the Pokémon's Defense by one point with a 10% probability. |
| Stockpile | Normal | — | — | 10 | Self | N | | Use up to three times to build up the strength of the moves Swallow and Spit Up. |
| Stomp | Normal | 65 | 100 | 20 | 1E | Y | | 30% additional chance of causing the opponent to Flinch. Strength of Attack is doubled if opponent used Minimize. |
| Strength | Normal | 80 | 100 | 15 | 1E | Y | HM04 | Normal Attack. Outside of battle, use this to move rocks. |
| String Shot | Bug | — | 95 | 40 | 2E | N | | Lowers opponent's Speed one level. |
| Struggle | Normal | 50 | 100 | 1 | S/E | Y | | You can use this after you use up the PP of the Pokémon's other moves. The Pokémon receives one-quarter recoil damage. |
| Stun Spore | Grass | — | 75 | 30 | 1E | N | | Paralyzes opponent. |
| Submission | Fighting | 80 | 80 | 25 | S/E | Y | | Recoil hits the Pokémon, causing it to take one-quarter damage inflicted by the opponent. |
| Substitute | Normal | — | — | 10 | Self | N | | Build the Pokémon's own alter-ego using one-quarter of the Pokémon's max HP. Pokémon takes no damage while the substitute remains. |
| Sunny Day | Fire | — | — | 5 | All | N | TM11 | Raises the power of Fire-type Moves for five turns. |
| Super Fang | Normal | — | 90 | 10 | 1E | Y | | Knocks opponent's HP to half. |
| Superpower | Fighting | 120 | 100 | 5 | S/E | Y | | Lowers your Attack and Defense by one. |
| Supersonic | Normal | — | 55 | 20 | 1E | N | | Confuses opponent. |
| Surf | Water | 95 | 100 | 15 | 2E | N | HM03 | Normal Attack. Outside of battle, use this to surf across the water. |
| Swagger | Normal | — | 90 | 15 | 1E | N | | Makes the opponent Confused, but increases its Attack by two. |
| Swallow | Normal | — | — | 10 | Self | N | | You recover more HP the more you use Stockpile. |
| Sweet Kiss | Normal | — | 75 | 10 | 1E | N | | Confuses the opponent Pokémon. |
| Sweet Scent | Normal | — | 100 | 20 | 2E | N | | Lowers the opponent Pokémon's Evasiveness by one point. |
| Swift | Normal | 60 | — | 20 | 2E | N | | Attack hits without fail. |
| Swords Dance | Normal | — | — | 30 | Self | N | | Raises the Pokémon's Defense by two points. |
| Synthesis | Grass | — | — | 5 | Self | N | | Recovers 50% of the Pokémon's max HP but the effectiveness changes based on the weather. |
| Tackle | Normal | 35 | 95 | 35 | 1E | Y | | Normal Attack. |
| Tail Glow | Bug | — | 100 | 20 | Self | N | | Raises your Special Attack by two. |
| Tail Whip | Normal | — | 100 | 30 | 2E | N | | Lowers opponent's Defense by one point. |
| Take Down | Normal | 90 | 85 | 20 | S/E | Y | | Casting Pokémon takes one-quarter of the damage inflicted on the opponent. |
| Taunt | Dark | — | 100 | 20 | 1E | N | TM12 | On the turn after you use this move, the opponent can no longer use the Attack move it just used. |
| Teeter Dance | Normal | — | 100 | 20 | 1A/2E | N | | Confuses the opponent. It also affects allies when fighting 2-on-2 Battles. |
| Teleport | Psychic | — | — | 20 | Self | N | | Ends the battle. Has no effect in Trainer battles. Outside of battle, this teleports you to the last Pokémon Center you visited. |
| Thief | Dark | 40 | 100 | 10 | S/E | Y | TM46 | Allows the Pokémon to steal any Item that a wild Pokémon has attached to it. Becomes a basic Attack if the opponent Pokémon has nothing. |

| Name | Type | ST | ACC | PP | Range | PA? | TM/HM | Description |
|---|---|---|---|---|---|---|---|---|
| Thrash | Normal | 90 | 100 | 20 | RE | Y | | Pokémon continues raging for 2–3 turns, then when the Effect ends, the Pokémon suffers Confusion. |
| Thunder | Electric | 120 | 70 | 10 | 1E | N | TM25 | 30% chance of causing the opponent Paralysis. Accuracy becomes 100% when it is raining, but drops to 50% when sunny. Attack strength is doubled when used against a Pokémon using Fly. |
| Thunder Wave | Electric | — | 100 | 20 | 1E | N | | Paralyzes the opponent Pokémon. |
| Thunderbolt | Electric | 95 | 100 | 15 | 1E | N | TM24 | 10% additional Effect of Paralysis. |
| Thunderpunch | Electric | 75 | 100 | 15 | 1E | Y | | 10% additional Effect of Paralysis. |
| Thundershock | Electric | 40 | 100 | 30 | 1E | N | | 10% additional Effect of Paralysis. |
| Tickle | Normal | — | 100 | 20 | 1E | Y | | Lowers opponent's Attack and Defense by one. |
| Torment | Dark | — | 100 | 15 | 1E | N | TM41 | Prevents the opponent from using the same move twice in a row. |
| Toxic | Poison | — | 85 | 10 | 1E | N | TM06 | Infects opponent with Poison. With each turn, the Poison damage increases. |
| Transform | Normal | 80 | 100 | 10 | 1E | Y | | Change to same Pokémon as opponent with same Attacks; all PP at 5. |
| Tri Attack | Normal | 80 | 100 | 10 | 1E | N | | 20% additional chance of either Paralysis, Burn, or Ice. |
| Trick | Psychic | — | 100 | 10 | S/E | N | | The Pokémon and opponent switch the Items they are holding. |
| Triple Kick | Fighting | 10 | 90 | 10 | 1E | Y | | Attacks three times in a row; damage increases each time. |
| Twineedle | Bug | 25 | 100 | 20 | 1E | Y | | Attacks twice in a row during a turn; 20% chance of Poisoning opponent. |
| Twister | Dragon | 40 | 100 | 20 | 2E | N | | 20% chance of causing the opponent Pokémon to Flinch. Attack doubles in strength when used against a Pokémon using Fly. |
| Uproar | Normal | 50 | 100 | 10 | All | N | | For 2–5 turns, neither you nor your opponent are affected by Sleep. |
| Vicegrip | Normal | 55 | 100 | 30 | 1E | Y | | Normal Attack. |
| Vine Whip | Grass | 35 | 100 | 30 | 1E | Y | | Normal Attack. |
| Vital Throw | Fighting | 70 | 100 | 10 | 1E | Y | | Attacks second in battle; next Attack hits without fail. |
| Volt Tackle | Electric | 120 | 100 | 15 | 1E | N | | A high-level Electric attack. |
| Water Gun | Water | 40 | 100 | 25 | 1E | N | | Normal Attack. |
| Water Pulse | Water | 60 | 100 | 20 | 1E | N | TM03 | 20% chance of causing the opponent Pokémon to become Confused. |
| Water Sport | Water | — | 100 | 15 | All | N | | Halves the strength of Fire-type Moves. |
| Water Spout | Water | 150 | 100 | 5 | 2E | N | | The strength of the Attack lessens as your HP dwindles. |
| Waterfall | Water | 80 | 100 | 15 | 1E | Y | HM07 | Normal Attack. Outside of battle, you can use this to climb waterfalls. |
| Weather Ball | Normal | 50 | 100 | 10 | 1E | N | | Changes the type of the move to correspond with the weather and doubles its power (sunny = Fire; rain = Water; hail = Ice; sandstorm = Rock). |
| Whirlpool | Water | 15 | 70 | 15 | 1E | N | | Inflicts damage for 2–5 turns. During this time, the opponent Pokémon cannot flee. |
| Whirlwind | Normal | — | 100 | 20 | 1E | N | | Ends battle by blowing away opponent. In Trainer battles, the opponent's Pokémon is compulsively changed. |
| Will-O-Wisp | Fire | — | 75 | 15 | 1E | N | | Burns the opponent. |
| Wing Attack | Flying | 60 | 100 | 35 | 1E | Y | | Normal Attack. |
| Wish | Normal | — | 100 | 10 | Self | N | | At the end of the turn after using this move, you recover 50% of your max HP. Effect continues even if you change Pokémon. |
| Withdraw | Water | — | — | 40 | S/E | N | | Raises your defensive power by one level. |
| Wrap | Normal | 15 | 85 | 20 | 1E | Y | | Attacks for 2–5 consecutive turns. During this time, opponent can't flee. |
| Yawn | Normal | — | 100 | 10 | 1E | N | | Makes the opponent Pokémon fall asleep at the end of the turn after you use this move. |
| Zap Cannon | Electric | 100 | 50 | 5 | 1E | N | | This Attack Paralyzes the opponent Pokémon. |

# Move Tutors

*Pokémon Emerald* also introduces Move Tutors who teach the Pokémon of Hoenn moves previously known only by those living in Johto and Kanto. The following lists detail where to find Hoenn's Move Tutors, and describe the moves they teach Pokémon.

## Move Tutor Moves

| NAME | TYPE | ST | ACC | PP | RANGE | PA? | DESCRIPTION |
|---|---|---|---|---|---|---|---|
| Mega Kick | Normal | 120 | 75 | 5 | 1E | Y | Normal Attack. Damages opponent. |
| Mega Punch | Normal | 80 | 85 | 20 | 1E | Y | Normal Attack. Damages opponent. |
| Metronome | Normal | — | — | 10 | 1E | N | Casting Pokémon randomly chooses Attack. |
| Softboiled | Normal | — | 100 | 10 | Self | N | Healing move restores one-half of max HP. |

## Move Tutor Locations

| LOCATION | MOVE TAUGHT |
|---|---|
| Battle Frontier | Defense Curl |
| Battle Frontier | Fire Punch |
| Battle Frontier | Ice Punch |
| Battle Frontier | Icy Wind |
| Battle Frontier | Mud-Slap |
| Battle Frontier | Snore |
| Battle Frontier | Swift |
| Battle Frontier | Endure |
| Battle Frontier | Softboiled |
| Battle Frontier | Fire Punch |
| Battle Frontier | Psych Up |
| Battle Frontier | Seismic Toss |
| Battle Frontier | Dream Eater |
| Battle Frontier | Mega Kick |
| Battle Frontier | Mega Punch |
| Battle Frontier | Body Slam |
| Battle Frontier | Thunder Wave |
| Battle Frontier | Thunder Punch |
| Battle Frontier | Rock Slide |
| Battle Frontier | Swords Dance |
| Battle Frontier | Counter |
| Fortree City | Sleep Talk |
| Lavaridge Town | Mimic |
| Lilycove City | Substitute |
| Mauville City | Fury Cutter |
| Mossdeep City | Dynamicpunch |
| Pacifidlog Town | Explosion |
| Slateport City | Swagger |
| Sootopolis City | Double-Edge |
| Verdanturf Town | Metronome |
| Verdanturf Town | Rollout |

# Pokémon Contest Moves

The Pokémon Contest may only be in Lilycove City in *Pokémon Emerald*, but that doesn't change the dynamics of the competition. When your Pokémon gets on stage to strut its best moves, check this list to make sure you are putting your best foot forward. The judges and attending audience prefer certain moves over others. Make note, though, that some moves have Effects that go outside appealing to judges. Some moves, for example, affect appeals or the other Pokémon scores.

**Unless noted, the Effects of the moves described in this list happen during the current round, when the move is used.**

♥ = 10 Appeal Points
♥ = 10 Counter Appeal Points

| Move Name | Type | Appeal Points | Counter Points | Description |
|---|---|---|---|---|
| Absorb | Smart | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Acid | Smart | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Acid Armor | Tough | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Aerial Ace | Cool | ♥♥ | — | Get triple the appeal points only when you use this as your first appeal. |
| Aeroblast | Cool | ♥♥♥ | — | Move is affected by the initial appeal in the round. |
| Agility | Cool | ♥♥♥ | — | Turns the next round to the first round of appeals. |
| Air Cutter | Cool | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same type of move. Subtracts 10 points from any who did not use the same type of move. |
| Amnesia | Cute | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Ancientpower | Tough | ♥♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Arm Thrust | Tough | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Aromatherapy | Smart | ♥♥ | — | Get triple the appeal points when you use this as your fourth appeal. |
| Assist | Cute | ♥ | — | Changes the appeal points to 10, 20, 40, 60, or 80. |
| Astonish | Smart | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Attract | Cute | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Aurora Beam | Beauty | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same move type. Subtracts 10 points from any who did not use the same move type. |
| Barrage | Tough | ♥♥ | — | Effectiveness increased if the previous move is also Tough. |
| Barrier | Cool | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Baton Pass | Cute | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Beat Up | Smart | ♥♥ | ♥ | Keeps all Pokémon that made appeals from receiving Counter Points. |
| Belly Drum | Cute | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Bide | Tough | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Bind | Tough | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Bite | Tough | ♥ | ♥♥♥ | Subtracts 30 appeal points from all of the Pokémon who appealed before you. |
| Blast Burn | Beauty | ♥♥♥♥ | ♥♥♥♥ | Removes appeal points from Pokémon that appealed before you. However, you cannot participate in next round of appeals. |
| Blaze Kick | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Blizzard | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Block | Cute | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Body Slam | Tough | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Bone Club | Tough | ♥♥ | ♥ | Removes appeal points from a Pokémon that has the Judge's attention. |
| Bone Rush | Tough | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Bonemerang | Tough | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Bounce | Cute | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Brick Break | Cool | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Bubble | Cute | ♥♥ | ♥♥ | Subtracts 20 appeal points from all Pokémon who appealed before you. |
| Bubblebeam | Beauty | ♥ | ♥♥♥ | Subtracts 30 appeal points from all of the Pokémon who've appealed before you. |
| Bulk Up | Beauty | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Bullet Seed | Cool | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Calm Mind | Smart | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |

| Move Name | Type | Appeal Points | Counter Points | Description |
|---|---|---|---|---|
| Camouflage | Smart | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Charge | Smart | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the appeal points. |
| Charm | Cute | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same type of move. Subtracts 10 points from any who did not use the same type of move. |
| Clamp | Tough | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Comet Punch | Tough | ♥♥ | — | Effective move if used after another Tough-type Move. |
| Confuse Ray | Smart | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Confusion | Smart | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Constrict | Tough | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Cosmic Power | Cool | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Cotton Spore | Beauty | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Counter | Tough | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Covet | Cute | ♥ | — | Half the number of appeal points given to the Pokémon who appealed right before you are added to your score. (If the total is a negative number of points, they are not added to your score.) |
| Crabhammer | Tough | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Cross Chop | Cool | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Crunch | Tough | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Crush Claw | Cool | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Curse | Tough | ♥ | — | Turns the next round to the fourth round of appeals. |
| Cut | Cool | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Defense Curl | Cute | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Destiny Bond | Smart | ♥♥♥♥ ♥♥♥♥ | — | On the turn after next, you cannot participate in the appeals. During that time, counter appeals cannot influence you. |
| Detect | Cool | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Dig | Smart | ♥ | — | Prevents you from receiving counter appeal points during the current round. |
| Disable | Smart | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Dive | Beauty | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Dizzy Punch | Cool | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Doom Desire | Cool | ♥♥♥ | — | Move temporarily prevents the audience from getting excited. |
| Double Kick | Cool | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Double Team | Cool | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Double-Edge | Tough | ♥♥♥ ♥♥♥ | — | When you are countered by another Pokémon, twice the usual number of counter appeal points are subtracted. |
| Doubleslap | Tough | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Dragon Claw | Cool | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same type of move. Subtracts 10 points from any who did not use the same type of move. |
| Dragon Dance | Cool | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Dragon Rage | Cool | ♥ | — | On this turn you exchange the number of times you appealed for appeal points (1 appeal = 10 points, 2 = 20 points, 3 = 40 points, 4 = 80 points). |
| Dragonbreath | Cool | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Dream Eater | Smart | ♥♥ | ♥♥ | Subtracts 20 appeal points from all Pokémon who appealed before you. |
| Drill Peck | Cool | ♥♥♥♥ | — | No additional Effect. |
| Dynamicpunch | Cool | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Earthquake | Tough | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Egg Bomb | Tough | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Ember | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Encore | Cute | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Endeavor | Tough | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |
| Endure | Tough | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Eruption | Beauty | ♥ | — | On this turn, you exchange the number of times you appealed for appeal points (1 appeal = 10 points, 2 = 20 points, 3 = 40 points, 4 = 80 points). |
| Explosion | Beauty | ♥♥♥♥ ♥♥♥♥ | — | On the turn after next, you cannot participate in the appeals. During that time, counter appeals cannot influence you. |
| Extrasensory | Cool | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Extremespeed | Cool | ♥♥♥ | — | Turns the next round to the first round of appeals. |
| Façade | Cute | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |
| Faint Attack | Smart | ♥♥ | — | Get triple the appeal points only when you use this as your first appeal. |

| Move Name | Type | Appeal Points | Counter Points | Description |
|---|---|---|---|---|
| Fake Out | Cute | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same type of move. Subtracts 10 points from any wh o did not use the same type of move. |
| Fake Tears | Smart | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |
| False Swipe | Cool | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Featherdance | Beauty | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |
| Fire Blast | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Fire Punch | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Fire Spin | Beauty | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Fissure | Tough | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Flail | Cute | ♥ | — | On this turn, you exchange the number of times you appealed for appeal points (1 appeal = 10 points, 2 = 20 points, 3 = 40 points, 4 = 80 points). |
| Flamethrower | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Flame Wheel | Beauty | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Flash | Beauty | ♥♥♥ | — | Cancels Combo Standby for any Pokémon who has appealed before you. |
| Flatter | Smart | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Fly | Smart | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Focus Energy | Cool | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Focus Punch | Tough | ♥♥♥ | — | Turns the next round to the fourth round of appeals. |
| Follow Me | Cute | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Foresight | Smart | ♥♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Frenzy Plant | Cool | ♥♥♥♥ | ♥♥♥♥ | Removes appeal points from Pokémon that appealed before you. However, you cannot participate in next round of appeals. |
| Frustration | Cute | ♥ | — | When the move does not match the contest type, this adds 1 to the crowd excitement figure. |
| Fury Attack | Cool | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Fury Cutter | Cool | ♥♥♥ | — | Prevents you from receiving penalties for two consecutive rounds. |
| Fury Swipes | Tough | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Future Sight | Smart | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the round's end. |
| Giga Drain | Smart | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Glare | Tough | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Grasswhistle | Smart | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Growl | Cute | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |
| Growth | Beauty | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Grudge | Tough | ♥ | — | On this turn, you exchange the number of times you appealed for appeal points (1 appeal = 10 points, 2 = 20 points, 3 = 40 points, 4 = 80 points). |
| Guillotine | Cool | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Gust | Smart | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Hail | Beauty | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Harden | Tough | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Haze | Beauty | ♥♥♥ | — | Cancels the good Condition rating of the Pokémon who appealed before you in this round. |
| Headbutt | Tough | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Heal Bell | Beauty | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |
| Heat Wave | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Helping Hand | Smart | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Hi Jump Kick | Cool | ♥♥♥ ♥♥♥ | — | When another Pokémon counters you, twice the usual number of counter appeal points are subtracted. |
| Hidden Power | Smart | ♥♥♥ | — | Prevents you from receiving penalties for two consecutive rounds. |
| Horn Attack | Cool | ♥♥♥♥ | — | No additional Effect. |
| Horn Drill | Cool | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Howl | Cool | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Hydro Cannon | Beauty | ♥♥♥♥ | ♥♥♥♥ | Removes appeal points from Pokémon that appealed before you. However, you cannot participate in next round of appeals. |
| Hydro Pump | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Hyper Beam | Cool | ♥♥♥♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed before you. However, in the next round, you cannot participate in the appeals. |
| Hyper Fang | Cool | ♥ | ♥♥♥♥ | Removes appeal points from Pokémon in the first position. |
| Hyper Voice | Cool | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |

| Move Name | Type | Appeal Points | Counter Points | Description |
|---|---|---|---|---|
| Hypnosis | Smart | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Ice Ball | Beauty | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Ice Beam | Beauty | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same type of move. Subtracts 10 points from any who did not use the same type of move. |
| Ice Punch | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Icicle Spear | Beauty | ♥♥ | ♥ | Removes appeal points from Pokémon that used the same type of move before you. |
| Icy Wind | Beauty | ♥ | ♥♥♥ | Subtracts 30 appeal points from all of the Pokémon who've appealed before you. |
| Imprison | Smart | ♥♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Ingrain | Smart | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Iron Defense | Tough | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Iron Tail | Cool | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Jump Kick | Coo | ♥♥<br>♥♥♥ | — | Appealing move, but leaves the Pokémon vulnerable to losing appeal points in later round. |
| Karate Chop | Tough | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Kinesis | Smart | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Knock Off | Smart | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Leaf Blade | Cool | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Leech Life | Smart | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Leech Seed | Smart | ♥♥ | ♥♥ | Subtracts 20 appeal points from all Pokémon who appealed before you. |
| Leer | Cool | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Lick | Tough | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Light Screen | Beauty | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Lock-On | Smart | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Lovely Kiss | Beauty | ♥ | ♥♥♥ | Removes appeal points from Pokémon that appealed before you. |
| Low Kick | Tough | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Luster Purge | Smart | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Mach Punch | Cool | ♥♥♥ | — | Turns the next round to the first round of appeals. |
| Magic Coat | Beauty | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Magical Leaf | Beauty | ♥♥ | — | Get triple the appeal points when you use this as your first appeal. |
| Magnitude | Tough | ♥ | — | The appeal points awarded change depending upon the level of the crowd's excitement (Level 0 = 10 points, Level 1 = 20, Level 2 = 30, Level 3 = 50, Level 4 = 60). |
| Mean Look | Beauty | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Meditate | Beauty | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Mega Drain | Smart | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Megahorn | Cool | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Mega Kick | Cool | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Mega Punch | Tough | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Memento | Tough | ♥♥♥♥<br>♥♥♥♥ | — | On the turn after the next, you cannot participate in the appeals. During that time, you cannot be influenced by counter appeals. |
| Metal Claw | Cool | ♥♥♥♥ | — | No additional Effect. |
| Metal Sound | Smart | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Meteor Mash | Cool | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Metronome | Cute | ♥♥♥ | — | Move can be used repeatedly without Judge losing interest. |
| Milk Drink | Cute | ♥♥ | — | Effectiveness increased if the previous move is also Cute. |
| Mimic | Cute | ♥ | — | The same number of appeal points given to the Pokémon who appealed right before you are added to your score. (If that Pokémon received a negative number of points, they are not added to your score.) |
| Mind Reader | Smart | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Minimize | Smart | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Mirror Coat | Beauty | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Mirror Move | Smart | ♥ | — | The same number of appeal points given to the Pokémon who appealed right before you are added to your score. (If that Pokémon received a negative number of points, they are not added to your score.) |
| Mist | Beauty | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Mist Ball | Smart | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Moonlight | Beauty | ♥ | — | Changes the appeal points to 10, 20, 40, 60, or 80. |
| Morning Sun | Beauty | ♥ | — | Changes the appeal points to 10, 20, 40, 60, or 80. |
| Mud Shot | Tough | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Mud Sport | Cute | ♥♥♥♥ | — | No additional Effect. |
| Muddy Water | Tough | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Mud-Slap | Cute | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |

| Move Name | Type | Appeal Points | Counter Points | Description |
|---|---|---|---|---|
| Nature Power | Beauty | ♥ | — | The appeal points awarded change depending upon the level of the crowd's excitement (Level 0 = 10 points, Level 1 = 20, Level 2 = 30, Level 3 = 50, Level 4 = 60). |
| Needle Arm | Smart | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Nightmare | Smart | ♥ | ♥♥♥ | Removes appeal points from Pokémon that appealed before you. |
| Night Shade | Smart | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same type of move. Subtracts 10 points from any who did not use the same type of move. |
| Octazooka | Tough | ♥♥ | ♥ | Removes appeal points from a Pokémon that has the Judge's attention. |
| Odor Sleuth | Smart | ♥♥♥ | — | Cancels the good Condition rating of the Pokémon who appealed before you in this round. |
| Outrage | Cool | ♥♥♥♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed before you. However, in the next round, you cannot participate in the appeals. |
| Overheat | Beauty | ♥♥♥ ♥♥♥ | — | When another Pokémon counters you, twice the usual number of counter appeal points are subtracted. |
| Pain Split | Smart | ♥ | ♥♥♥♥ | Removes appeal points from Pokémon in the first position. |
| Pay Day | Smart | ♥ | — | Appealing move with added effects when audience is excited. |
| Peck | Cool | ♥♥♥♥ | — | No additional Effect. |
| Perish Song | Beauty | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Petal Dance | Beauty | ♥♥♥♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed before you. However, in the next round, you cannot participate in the appeals. |
| Pin Missile | Cool | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Poison Fang | Smart | ♥♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Poison Gas | Smart | ♥♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Poison Sting | Smart | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Poison Tail | Smart | ♥♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Poisonpowder | Smart | ♥♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Pound | Tough | ♥♥♥♥ | — | No additional Effect. |
| Powder Snow | Beauty | ♥♥♥♥ | — | No additional Effect. |
| Present | Cute | ♥♥♥ | — | Move can be used repeatedly without Judge losing interest. |
| Protect | Cute | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Psybeam | Beauty | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Psych Up | Smart | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Psychic | Smart | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Psycho Boost | Smart | ♥♥♥ ♥♥♥ | — | Appealing move, but leaves the Pokémon vulnerable to losing appeal points in later round. |
| Psywave | Smart | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Pursuit | Smart | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Quick Attack | Cool | ♥♥♥ | — | Turns the next round to the first round of appeals. |
| Rage | Cool | ♥♥♥ | — | Prevents you from receiving penalties for two consecutive rounds. |
| Rain Dance | Tough | ♥ | — | The appeal points awarded change depending upon the level of the crowd's excitement (Level 0 = 10 points, Level 1 = 20, Level 2 = 30, Level 3 = 50, Level 4 = 60). |
| Rapid Spin | Cool | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Razor Leaf | Cool | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Razor Wind | Cool | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Recover | Smart | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same type of move. Subtracts 10 points from any who did not use the same type of move. |
| Recycle | Smart | ♥♥♥ | — | Prevents you from receiving penalties for two consecutive rounds. |
| Reflect | Smart | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Refresh | Cute | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Rest | Cute | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Return | Cute | ♥ | — | When the move does not match the contest type, this adds 1 to the crowd excitement figure. |
| Revenge | Tough | ♥♥♥ | — | Turns the next round to the fourth round of appeals. |
| Reversal | Cool | ♥♥ | — | Get triple the appeal points when you use this as your fourth appeal. |
| Roar | Cool | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Rock Blast | Tough | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Rock Slide | Tough | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Rock Smash | Tough | ♥ | — | Get three times the usual points given for being in good Condition. |

| Move Name | Type | Appeal Points | Counter Points | Description |
|---|---|---|---|---|
| Rock Throw | Tough | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Rock Tomb | Smart | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the round's end. |
| Role Play | Cute | ♥ | — | Half the number of appeal points given to the Pokémon who appealed right before you are added to your score. (If the total is a negative number of points, they are not added to your score.) |
| Rolling Kick | Cool | ♥ | ♥♥♥ | Removes appeal points from Pokémon that appealed before you. |
| Rollout | Tough | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the round's end. |
| Sacred Fire | Beauty | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Safeguard | Beauty | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Sand Tomb | Smart | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the round's end. |
| Sand-Attack | Cute | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Sandstorm | Tough | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Scary Face | Tough | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Scratch | Tough | ♥♥♥♥ | — | No additional Effect. |
| Screech | Smart | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Secret Power | Smart | ♥ | — | Get three times the usual points given for being in good Condition. |
| Seismic Toss | Tough | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same move type. Subtracts 10 points from any who did not use the same move type. |
| Selfdestruct | Beauty | ♥♥♥♥ ♥♥♥♥ | — | On the turn after the next, you cannot participate in the appeals. During that time, counter appeals cannot influence you. |
| Shadow Ball | Smart | ♥♥♥ | — | Cancels the good Condition rating of the Pokémon who appealed before you in this round. |
| Shadow Punch | Smart | ♥♥ | — | Get triple the appeal points only when you use this as your first appeal. |
| Sharpen | Cute | ♥ | — | Pokémon gains a ★ if condition is good. Every ★ you have (up to three) lessens the chance of Pokémon becoming nervous. |
| Sheer Cold | Beauty | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Shock Wave | Cool | ♥♥ | — | Get triple the appeal points when you use this as your first appeal. |
| Signal Beam | Beauty | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Silver Wind | Beauty | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Sing | Cute | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Skill Swap | Smart | ♥ | — | Half the number of appeal points given to the Pokémon who appealed right before you are added to your score. (If the total is a negative number of points, they are not added to your score.) |
| Skull Bash | Tough | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Sky Attack | Cool | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Sky Uppercut | Cool | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same move type. Subtracts 10 points from any who did not use the same move type. |
| Slack Off | Cute | ♥ | — | On this turn, you exchange the number of times you appealed for appeal points (1 appeal = 10 points, 2 = 20 points, 3 = 40 points, 4 = 80 points). |
| Slam | Tough | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same move type. Subtracts 10 points from any who did not use the same move type. |
| Slash | Cool | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Sleep Powder | Smart | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Sleep Talk | Cute | ♥♥♥ | — | Prevents you from receiving penalties for two consecutive rounds. |
| Sludge | Tough | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Sludge Bomb | Tough | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Smellingsalt | Smart | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Smog | Tough | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Smokescreen | Smart | ♥♥♥ | — | Cancels Combo Standby for any Pokémon who has appealed before you. |
| Snatch | Smart | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Snore | Cute | ♥♥♥♥ | — | No additional Effect. |
| Softboiled | Beauty | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Solarbeam | Cool | ♥♥♥♥ | — | No additional Effect. |
| Sonicboom | Cool | ♥♥ | — | If the Pokémon who appealed right before you used the same move type, you get triple the number of appeal points. |
| Spark | Cool | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Spider Web | Smart | ♥♥ | — | Move makes all Pokémon following the user more nervous. |
| Spike Cannon | Cool | ♥♥ | ♥ | Subtracts 50 points from any Pokémon in Combo Standby who appealed prior to you. Subtracts 10 points from any Pokémon not in Combo Standby. |
| Spikes | Smart | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Spit Up | Tough | ♥♥♥♥ | — | No additional Effect. |
| Spite | Tough | ♥ | — | On this turn, you exchange the number of times you appeal for appeal points (1 appeal = 10 points, 2 = 20 points, 3 = 40 points, 4 = 80 points). |
| Splash | Cute | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |

| Move Name | Type | Appeal Points | Counter Points | Description |
|---|---|---|---|---|
| Spore | Beauty | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed before you. |
| Steel Wing | Cool | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Stockpile | Tough | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Stomp | Tough | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Strength | Tough | ♥♥ | ♥ | Subtracts 40 appeal points from any Pokémon who appealed before you who used the same type of move. Subtracts 10 points from any who did not use the same type of move. |
| String Shot | Smart | ♥♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Struggle | Cool | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Stun Spore | Smart | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Submission | Cool | ♥♥♥ ♥♥♥ | — | When another Pokémon counters you, twice the usual number of counter appeal points are subtracted. |
| Substitute | Smart | ♥♥ | — | Prevents you from receiving counter appeal points once during the current round. |
| Sunny Day | Beauty | ♥ | — | The appeal points awarded change depending upon the level of the crowd's excitement (Level 0 = 10 points, Level 1 = 20, Level 2 = 30, Level 3 = 50, Level 4 = 60). |
| Super Fang | Tough | ♥♥ | ♥ | Removes appeal points from Pokémon that successfully appealed before you. |
| Superpower | Tough | ♥♥♥ ♥♥♥ | — | When you are countered by another Pokémon, twice the usual number of counter appeal points are subtracted. |
| Supersonic | Smart | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Surf | Beauty | ♥♥♥ | — | If the appeal points for the Pokémon who appealed right before you were less than 30, you get double the appeal points. (If they were greater than 30, you get 0 points.) |
| Swagger | Cute | ♥♥ | — | Get triple the appeal points only when you use this as your first appeal. |
| Swallow | Tough | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Sweet Kiss | Cute | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Sweet Scent | Cute | ♥ | ♥♥♥ | Subtracts 30 appeal points from the Pokémon who appealed right before you. |
| Swift | Cool | ♥♥ | — | Get triple the appeal points only when you use this as your first appeal. |
| Swords Dance | Beauty | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Synthesis | Smart | ♥ | — | Changes the appeal points to 10, 20, 40, 60, or 80. |
| Tackle | Tough | ♥♥♥♥ | — | No additional Effect. |
| Tail Glow | Beauty | ♥ | — | You gain a ★ if your Condition is good, and you receive 10 x the number of ★ in appeal points after the next round. Every ★ you have (up to 3) lessens by 10% the probability of your Pokémon becoming nervous. |
| Tail Whip | Cute | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |
| Take Down | Tough | ♥♥♥ ♥♥♥ | — | When you are countered by another Pokémon, twice the usual number of counter appeal points are subtracted. |
| Taunt | Smart | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Teeter Dance | Cute | ♥♥♥♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed before you. However, in the next round, you cannot participate in the appeals. |
| Teleport | Cool | ♥ | — | Prevents you from receiving any counter appeal points during the current round. |
| Thief | Tough | ♥ | — | Half the number of appeal points given to the Pokémon who appealed right before you are added to your score. (If the total is a negative number of points, they are not added to your score.) |
| Thrash | Tough | ♥♥♥♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed before you. However, in the next round, you cannot participate in the appeals. |
| Thunder | Cool | ♥♥ | ♥♥ | Subtracts 20 appeal points from all Pokémon who appealed before you. |
| Thunder Wave | Cool | ♥♥ | ♥ | Cuts in half the number of appeal points the Pokémon who appealed before you made. (Automatically rounds up from a fraction.) |
| Thunderbolt | Cool | ♥♥♥♥ | — | No additional Effect. |
| Thunderpunch | Cool | ♥♥♥♥ | — | No additional Effect. |
| Thundershock | Cool | ♥♥♥♥ | — | No additional Effect. |
| Tickle | Cute | ♥♥♥ | — | Cancels the good Condition rating of the Pokémon who appealed before you in this round. |
| Torment | Tough | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Toxic | Smart | ♥♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Transform | Smart | ♥♥♥ | — | Move can be used repeatedly without Judge losing interest. |
| Tri Attack | Beauty | ♥♥ | ♥♥ | Subtracts 20 appeal points from all Pokémon who appealed before you. |
| Trick | Smart | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Triple Kick | Cool | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Twineedle | Cool | ♥♥ | ♥♥♥ | Removes appeal points from Pokémon that appealed before you. |
| Twister | Cool | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Uproar | Cute | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Vicegrip | Tough | ♥♥♥♥ | — | No additional Effect. |
| Vital Throw | Cool | ♥♥♥ | — | Turns the next round to the fourth round of appeals. |

| Move Name | Type | Appeal Points | Counter Points | Description |
|---|---|---|---|---|
| Vine Whip | Cool | ♥♥♥♥ | — | Appealing move with no additional effect. |
| Volt Tackle | Cool | ♥♥♥ ♥♥♥ | — | Appealing move, but leaves the Pokémon vulnerable to losing appeal points in later round. |
| Water Gun | Cute | ♥♥♥♥ | — | No additional Effect. |
| Water Pulse | Beauty | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Water Sport | Cute | ♥♥♥♥ | — | No additional Effect. |
| Water Spout | Beauty | ♥ | — | On this turn you exchange the number of times you've appealed for appeal points (1 appeal = 10 points, 2 = 20 points, 3 = 40 points, 4 = 80 points). |
| Waterfall | Tough | ♥♥ | — | Get triple the appeal points only when you use this as your fourth appeal. |
| Weather Ball | Smart | ♥♥♥♥ | — | No additional Effect. |
| Whirlpool | Beauty | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Whirlwind | Smart | ♥♥♥ | — | Appeals happen in random order in the next round. |
| Will-O-Wisp | Beauty | ♥ | ♥♥♥♥ | Subtracts 40 appeal points from the Pokémon who appealed right before you. |
| Wing Attack | Cool | ♥♥ | — | If the Pokémon who appealed right before you used the same type of move, you get triple the number of appeal points. |
| Wish | Cute | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Withdraw | Cute | ♥ | — | Prevents Pokémon from losing appeal points, but cannot participate in next round. |
| Wrap | Tough | ♥♥♥ | — | When you make your appeal, the crowd's excitement continues until the end of the round. |
| Yawn | Cute | ♥♥ | — | Makes the Pokémon who appeal after your turn nervous. |
| Zap Cannon | Cool | ♥♥♥♥ | — | No additional Effect. |

# Possible Combos

There are situations in a Pokémon Contest where you can pull off spectacular combinations that earn extra appeal points. The first move used is called the Combo Standby Move. Selecting one of these moves indicates that you may be gearing up for a Combo. The move selected after the Combo Standby Move is the Target Move—it completes the Combo in the following round of the Pokémon Contest. If you can pull off a successful Combo, the audience and judges will go wild, giving you twice the number of appeal points!

| COMBO STANDBY MOVE | POSSIBLE TARGET MOVES |
|---|---|
| Belly Drum | Rest (TM44) |
| Bone Club | Bone Rush, Bonemerang |
| Bone Rush | Bone Club, Bonemerang |
| Bonemerang | Bone Club, Bone Rush |
| Calm Mind (TM04) | Confusion, Dream Eater, Future Sight, Light Screen (TM16), Luster Purge, Meditate, Mist Ball, Psybeam, Psychic (TM29), Psycho Boost, Psywave, Reflect (TM33) |
| Charge | Shockwave, Spark, Thunder (TM25), Thunderbolt (TM24), Thunderpunch, Thundershock, Thunder Wave, Volt Tackle |
| Charm | Flatter, Growl, Rest (TM44), Sweet Kiss, Tail Whip |
| Confusion | Future Sight, Kinesis, Psychic (TM29), Teleport |
| Curse | Destiny Bond, Grudge, Mean Look, Spite |
| Defense Curl | Rollout, Tackle |
| Dive (HM08) | Surf (HM03) |
| Double Team | Agility, Quick Attack, Teleport |
| Dragon Dance | Dragonbreath, Dragon Claw (TM02), Dragon Rage |
| Dragon Rage | Dragonbreath, Dragon Claw (TM02), Dragon Dance |
| Dragonbreath | Dragon Claw (TM02), Dragon Dance, Dragon Rage |
| Earthquake (TM26) | Eruption, Fissure |
| Endure | Destiny Bond, Endeaver, Eruption, Flail, Pain Split, Reversal |
| Fake Out | Arm Thrust, Faint Attack, Knock Off, Seismic Toss, Vital Throw |
| Fire Punch | Ice Punch, Thunderpunch |
| Focus Energy | Arm Thrust, Bone Rush, Brick Break (TM31), Cross Chop, Double-Edge, Dynamicpunch, Focus Punch (TM01), Headbutt, Karate Chop, Mega Kick, Mega Punch, Sky Uppercut, Take Down, Triple Kick |

| COMBO STANDBY MOVE | POSSIBLE TARGET MOVES |
|---|---|
| Growth | Absorb, Bullet Seed, Frenzy Plant, Giga Drain (TM19), Magical Leaf, Mega Drain, Petal Dance, Razor Leaf, Solarbeam (TM22), Vine Whip |
| Hail (TM07) | Blizzard (TM14), Powder Snow, Weather Ball |
| Harden | Double-Edge, Protect (TM17), Rollout, Tackle, Take Down |
| Horn Attack | Fury Attack, Horn Drill |
| Hypnosis | Dream Eater, Nightmare |
| Ice Punch | Fire Punch, Thunderpunch |
| Kinesis | Confusion, Future Sight, Psychic (TM29), Teleport |
| Leer | Bite, Faint Attack, Glare, Horn Attack, Scary Face, Scratch, Stomp, Tackle |
| Lock-On | Octazooka, Superpower, Thunder (TM25), Tri-Attack, Zap Cannon |
| Mean Look | Destiny Bond, Perish Song |
| Metal Sound | Metal Claw |
| Mind Reader | Dynamicpunch, Hi Jump Kick, Jump Kick, Mega Kick, Mega Punch, Submission, Superpower |
| Mud Sport | Mud-Slap, Water Gun, Water Sport |
| Mud-Slap | Mud Sport, Sand-Attack |
| Peck | Drill Peck, Fury Attack |
| Pound | Doubleslap, Faint Attack, Slam |
| Powder Snow | Blizzard (TM14) |
| Psychic (TM29) | Confusion, Future Sight, Kinesis, Teleport |
| Rage | Leer, Scary Face, Thrash |
| Rain Dance (TM18) | Bubble, Bubblebeam, Clamp, Crabhammer, Dive (HM08), Hydro Cannon, Hydro Pump, Muddy Water, Octazooka, Surf (HM03), Thunder (TM25), Water Gun, Water Pulse (TM03), Water Spout, Water Sport, Waterfall (HM07), Weather Ball, Whirlpool, Withdraw |

| COMBO STANDBY MOVE | POSSIBLE TARGET MOVES |
|---|---|
| Rest (TM44) | Sleep Talk, Snore |
| Rock Throw | Rock Slide, Rock Tomb (TM39) |
| Sand-Attack | Mud-Slap |
| Sandstorm (TM37) | Mud-Slap, Sand-Attack, Sand Tomb, Weather Ball |
| Scary Face | Bite, Crunch, Leer, Super Fang |
| Scratch | Fury Swipes, Slash |
| Sing | Perish Song, Refresh |
| Sludge | Sludge Bomb (TM36) |
| Sludge Bomb (TM36) | Sludge |
| Smog | Smokescreen |
| Softboiled | Egg Bomb |
| String Shot | Spider Web |
| Stockpile | Spit Up, Swallow |
| Sunny Day (TM11) | Blast Burn, Blaze Kick, Ember, Eruption, Fire Blast (TM38), Fire Punch, Fire Spin, Flamethrower (TM35), Flame Wheel, Heat Wave, Moonlight, Morning Sun, Overheat, Sacred Fire, Solarbeam (TM22), Synthesis, Weather Ball, Will-O-Wisp |
| Surf (HM03) | Dive (HM08) |
| Sweet Scent | Poison Powder, Sleep Powder, Stun Spore |
| Swords Dance | Crabhammer, Crush Claw, Cut (HM01), False Swipe, Fury Cutter, Slash |
| Taunt (TM12) | Counter, Detect, Mirror Coat |
| Thunderpunch | Fire Punch, Ice Punch |
| Vicegrip | Bind, Guillotine |
| Water Sport | Mud Sport, Refresh, Water Gun |
| Yawn | Rest (TM44), Slack Off |

# Complete Item Lists

You can find and collect hundreds of Items in *Pokémon Emerald*, from a variety of Poké Balls to precious stones that can be sold for extra ₽ at Pokémarts. The following lists details their names and uses, as well as where you can find all of these Items. The lists have been sorted into eight different categories: TMs and HMs, Items, berries, Held Items, Key Items, Mail, Poké Balls, and Secret Base Decorations.

## Technical Machines (TM) and Hidden Machines (HM)

Technical Machines and Hidden Machines are used to teach new moves to Pokémon. Not all moves can be taught to every Pokémon. See the Pokédex to find out what TMs and HMs are compatible with which Pokémon.

### TMs and HMs

| TM/HM # | NAME | LOCATION | PRICE |
|---|---|---|---|
| HM01 | Cut | Cutter's House in Rustboro City | — |
| HM02 | Fly | Route 119 | — |
| HM03 | Surf | Wally's House in Petalburg City | — |
| HM04 | Strength | Rusturf Tunnel | — |
| HM05 | Flash | Hiker inside the entrance to Granite Cave | — |
| HM06 | Rock Smash | Mauville City | — |
| HM07 | Waterfall | Cave of Origin | — |
| HM08 | Dive | Mossdeep City | — |
| TM01 | Focus Punch | Route 115 | — |
| TM02 | Dragon Claw | Meteor Falls | — |
| TM03 | Water Pulse | Sootopolis City (Gym Leader battle) | — |
| TM04 | Calm Mind | Mossdeep City (Gym Leader battle) | — |
| TM05 | Roar | Route 114 | — |
| TM06 | Toxic | Fiery Path | — |
| TM07 | Hail | Shoal Cave | — |
| TM08 | Bulk Up | Dewford Town (Gym Leader battle) | — |
| TM09 | Bullet Seed | Route 104 | — |
| TM10 | Hidden Power | Slateport Market, Fortree City | ₽3,000 |
| TM11 | Sunny Day | Scorched Slab—Route 120 | — |
| TM12 | Taunt | Trick House | — |
| TM13 | Ice Beam | Mauville Game Corner (4,000 Coins) | — |
| TM14 | Blizzard | Lilycove Dept. Store | ₽5,500 |
| TM15 | Hyper Beam | Lilycove Dept. Store | ₽7,500 |
| TM16 | Light Screen | Lilycove Dept. Store | ₽3,000 |
| TM17 | Protect | Lilycove Dept. Store | ₽3,000 |
| TM18 | Rain Dance | Abandoned Ship | — |
| TM19 | Giga Drain | Route 123 | — |
| TM20 | Safeguard | Lilycove Dept. Store | ₽3,000 |
| TM21 | Frustration | Pacifidlog Town | — |
| TM22 | Solarbeam | Safari Park | — |
| TM23 | Iron Tail | Meteor Falls | — |
| TM24 | Thunderbolt | Mauville Game Corner (4,000 Coins) | — |
| TM25 | Thunder | Lilycove Dept. Store | ₽5,500 |
| TM26 | Earthquake | Seafloor Cavern | — |

## TMs and HMs continued

| TM/HM # | NAME | LOCATION | PRICE |
|---|---|---|---|
| TM27 | Return | Fallarbor Town, Pacifidlog Town | — |
| TM28 | Dig | Route 114 | — |
| TM29 | Psychic | Mauville Game Corner (3,500 Coins) | — |
| TM30 | Shadow Ball | Mt. Pyre | — |
| TM31 | Brick Break | Sootopolis City | — |
| TM32 | Double Team | Mauville Game Corner (1,500 Coins) | — |
| TM33 | Reflect | Lilycove Dept. Store | ₽3,000 |
| TM34 | Shock Wave | Mauville City (Gym Leader battle) | — |
| TM35 | Flamethrower | Mauville Game Corner (4,000 Coins) | — |
| TM36 | Sludge Bomb | Dewford Town | — |
| TM37 | Sandstorm | Desert (Route 111) | — |
| TM38 | Fire Blast | Lilycove Dept. Store | ₽5,500 |
| TM39 | Rock Tomb | Rustboro City (Gym Leader battle) | — |
| TM40 | Aerial Ace | Fortree City (Gym Leader battle) | — |
| TM41 | Torment | Slateport City | — |
| TM42 | Façade | Petalburg City (Gym Leader battle) | — |
| TM43 | Secret Power | Route 111, Slateport Market | ₽3,000 |
| TM44 | Rest | Lilycove City | — |
| TM45 | Attract | Verdanturf Town | — |
| TM46 | Thief | Slateport City | — |
| TM47 | Steel Wing | Granite Cave | — |
| TM48 | Skill Swap | Mt. Pyre | — |
| TM49 | Snatch | S.S. *Tidal* (after end of game) | — |
| TM50 | Overheat | Lavaridge Town (Gym Leader battle) | — |

# Items

Items are objects you pick up while adventuring across Hoenn. These include recovery Items that restore HP, Items you can sell for ₽, and Items that affect Pokémon evolution.

| ITEM NAME | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Antidote | Cures a Pokémon of the Poison status. | Pokémarts in towns and cities except Mossdeep City, Ever Grande City, and Sootopolis City | ₽100 |
| Awakening | Cures a Pokémon of the Sleep status. | Pokémarts in towns and cities except Sootopolis City, Ever Grande City, and Mossdeep City | ₽250 |
| Big Pearl | Sell this in a shop to make lots of money! | Sell at any shop | — |
| Black Flute | Flute made of glass. Repels wild Pokémon. | Route 113 (Glass Workshop) | — |
| Blue Flute | Flute made of glass. Awakens Sleeping Pokémon. | Route 113 (Glass Workshop) | — |
| Blue Shard | Piece of an ancient tool. Give to the Treasure Diver on Route 124. | Route 124 and wild Pokémon | — |
| Burn Heal | Heals the Burn condition. | Pokémarts in Lavaridge Town, Verdanturf Town, and Lilycove City | ₽250 |
| Calcium | Raises your Pokémon's Special Attack stat. | Select shops, Slateport City Open Market, and found outside of battle | ₽9,800 |
| Carbos | Raises your Pokémon's Speed stat. | Select shops, Slateport City Open Market, and found outside of battle | ₽9,800 |
| Dire Hit | Makes it easier to perform a Critical Hit. Can be used only in battle. | Pokémarts in Mauville City, Fallarbor Town, and Lilycove City | ₽650 |
| Elixir | Recovers up to 10 PP of all skills. | Route 119 and Route 123 | — |
| Energy Root | Recovers up to 200 HP, but is bitter. Pokémon dislike this medication. | Herb Shop in Lavaridge Town | ₽800 |
| Energypowder | Recovers up to 50 HP, but is bitter. Pokémon dislike this medication. | Herb Shop in Lavaridge Town | ₽500 |
| Escape Rope | Lets you escape from caves and other dungeon-like areas. Returns you to the dungeon's entrance. | Pokémarts in towns and cities except Fortree City, Sootopolis City, and Ever Grande City | ₽550 |
| Ether | Recovers up to 10 PP of one skill. | Petalburg Woods, Petalburg City, and Route 116 | — |
| Fire Stone | Use to evolve certain Pokémon. | Fiery Path | — |
| Fluffy Tail | Lets you escape from any battle with a wild Pokémon. | Pokémarts in Verdanturf Town and Lilycove City | ₽1,000 |
| Fresh Water | Recovers up to 50 HP. | Lilycove City Department Store | ₽200 |
| Full Heal | Recovers all status abnormalities. | Pokémarts in Lilycove City, Mossdeep City, Sootopolis City, and Ever Grande City | ₽600 |
| Full Restore | Fully restores HP and all status abnormalities. | Pokémarts in Ever Grande City, Team Magma Hideout, and Victory Road | ₽3,000 |
| Green Shard | Piece of an ancient tool. Give to the Treasure Diver on Route 124. | Route 126 and wild Relicanth | — |
| Guard Spec. | Can be used only during battle. Makes it so your Pokémon's abilities cannot be lowered. | Pokémarts in Mauville City, Fallarbor Town, and Lilycove City | ₽700 |
| Heal Powder | Recovers all status abnormalities, but it is bitter. Pokémon dislike this medication. | Herb Shop in Lavaridge Town | ₽450 |
| Heart Scale | A popular treasure. Give to the Move Tutor in Fallarbor Town for his services. | Route 124, Route 126, and wild Pokémon | — |
| HP Up | Raises the base figure of your Pokémon's Hit Points. | Available at Lilycove City, Slateport City Open Market, and found outside of battle | ₽9,800 |
| Hyper Potion | Recovers up to 200 HP. | Pokémarts in Fortree City, Lilycove City, Mossdeep City, and Sootopolis City | ₽1,200 |

| ITEM NAME | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Ice Heal | Cures the Frozen status. | Pokémarts in Verdanturf Town and Lilycove City | ₽250 |
| Iron | Raises your Pokémon's Defense stat. | Lilycove City, Slateport City Open Market, and found outside of battle | ₽9,800 |
| Lava Cookie | Cures a Pokémon of all status abnormalities. | Mt. Chimney | ₽200 |
| Leaf Stone | Used to evolve certain Pokémon. | Route 119 | — |
| Lemonade | Recovers up to 80 HP. | Lilycove City Department Store | ₽350 |
| Max Elixir | Recovers the PP of all skills. | Team Magma Hideout, Route 123, and Victory Road | — |
| Max Ether | Recovers the PP of one skill. | Rusturf Tunnel, Route 113, and Mt. Pyre | — |
| Max Potion | Recovers a Pokémon's HP entirely. | Pokémart in Ever Grande City | ₽2,500 |
| Max Repel | This repels weaker Pokémon for up to 250 steps. | Pokémarts in Lilycove City, Mossdeep City, Sootopolis City, and Ever Grande City | ₽700 |
| Max Revive | Recovers the Pokémon from the Fainted status; recovers all HP. | Petalburg City, Team Magma Hideout, Route 133, and Safari Park | — |
| Moon Stone | Used to evolve certain Pokémon. | Meteor Falls and wild Pokémon | — |
| Nugget | Sell this in a shop to make lots of money! | Route 112, Route 120, and Team Magma Hideout | — |
| Paralyz Heal | Heals the Paralyze condition. | Pokémarts in Oldale Town, Petalburg City, Rustboro City, Slateport City, and Lilycove City | ₽200 |
| Pearl | Sell at a store. | All routes | — |
| Potion | Recovers up to 20 HP. | Pokémarts in towns and cities except Fortree City, Mossdeep City, Sootopolis City, and Ever Grande City | ₽300 |
| PP Max | Raises the base amount of a skill's PP to the max. | Trick House | — |
| PP Up | Raises the base amount of a skill's PP. | Lilycove City, Slateport City Open Market, and found outside of battle | — |
| Protein | Raises your Pokémon's Attack stat. | Lilycove City, Slateport City Open Market, and found outside of battle. | ₽9,800 |
| Rare Candy | Raises your Pokémon's Level by one | Granite Cave, Route 110, Team Magma Hideout, Trick House, and hidden outside of battle | — |
| Red Flute | Flute made of glass. Heals Pokémon of the Attract status. | Route 113 (Glass Workshop) | — |
| Red Shard | Piece of an ancient tool. Give to the Treasure Diver on Route 124. | Route 124 and wild Pokémon | — |
| Repel | Repels weaker Pokémon for about 100 steps. | Pokémarts in towns and cities except Fortree City, Mossdeep City, Sootopolis City, and Ever Grande City | ₽350 |
| Revival Herb | Recovers a Pokémon from the Fainted status. Pokémon dislike this medication. | Herb Shop in Lavaridge Town | ₽2,800 |
| Revive | Recovers the Pokémon from the Fainted status and recovers half of its HP. | Pokémarts in Lavaridge Town, Fortree City, Lilycove City, Mossdeep City, Sootopolis City, and Ever Grande City | ₽1,500 |
| Shoal Salt | Special ingredient used for making a Shell Bell that is found only in the Shoal Cave. | Shoal Cave | — |
| Shoal Shell | Special ingredient used for making a Shell Bell that is found only in the Shoal Cave. | Shoal Cave | — |
| Soda Pop | Recovers up to 60 HP. | Lilycove City Department Store and Route 109 | ₽300 |
| Star Piece | Sell in a store. | Route 133 and wild Pokémon | — |
| Stardust | Sell in a store. | Outside of battle and wild Pokémon | — |
| Sun Stone | Used to evolve certain Pokémon. | Mossdeep City and wild Pokémon | — |
| Super Potion | Recovers up to 50 HP. | Pokémarts in Rustboro City, Slateport City, Mauville City, and Lilycove City | ₽700 |
| Super Repel | This repels weaker Pokémon for up to 200 steps. | Pokémarts in Fallarbor Town, Lavaridge Town, Fortree City, and Lilycove City | ₽500 |
| Thunderstone | Used to evolve certain Pokémon. | New Mauville | — |
| Tinymushroom | Sell in a store. | Petalburg Woods | — |
| Water Stone | Used to evolve certain Pokémon. | Abandoned Ship | — |
| White Flute | Flute made of glass. Attracts wild Pokémon. | Route 113 (Glass Workshop) | — |
| X Accuracy | Raises the accuracy of skills. Can be used only in battle. | Pokémarts in Mauville City and Lilycove City | ₽950 |
| X Attack | Raises the Pokémon's Attack. Can be used only in battle. | Pokémarts in Petalburg City, Rustboro City, Mauville City, Fallarbor Town, Sootopolis City, and Lilycove City | ₽500 |
| X Defend | Raises a Pokémon's Defense. Can be used only during battles. | Pokémarts in Petalburg City, Rustboro City, Mauville City, Fallarbor Town, Sootopolis City, and Lilycove City | ₽550 |
| X Special | Increases a Pokémon's Special Attack. Can be used only during battle. | Pokémarts in Lilycove City, Verdanturf Town, and Fallarbor Town | ₽350 |
| X Speed | Increases a Pokémon's Speed. Can be used only during battle. | Pokémarts in Rustoboro City, Mauville City, Fallarbor Town, Lavaridge Town, and Lilycove City | ₽350 |
| Yellow Flute | Flute made of glass. Heals Confused Pokémon. | Route 113 (Glass Workshop) | — |
| Yellow Shard | Piece of an ancient tool. Give to the Treasure Diver on Route 124. | Route 126 and wild Pokémon | — |
| Zinc | Raises your Pokémon's Special Defense stat. | Lilycove City, Slateport City Open Market, and found outside of battle | ₽9,800 |

# Berries

Berries grow all over Hoenn. Many can be used as recovery Items for your Pokémon, curing condition abnormalities or restoring HP. You can also use them to create PokéBlocks.

| NO. | NAME | DESCRIPTION | LOCATION |
|---|---|---|---|
| 1 | Cheri Berry | Cures Paralysis. | Berry Master's House; several routes, including Route 103 and Route 104 |
| 2 | Chesto Berry | Awakens Sleeping Pokémon. | Berry Master's House; several routes, including Route 116 and Route 121 |
| 3 | Pecha Berry | Cures Poisoned Pokémon. | Several routes, including Route 102, Route 104, Route 112, and Route 120 |
| 4 | Rawst Berry | Cures Burned Pokémon. | Berry Master's House; several routes, including Route 112 and Route 121 |
| 5 | Aspear Berry | Cures Frozen Pokémon. | Berry Master's House; several routes, including Route 120 and Route 121 |
| 6 | Leppa Berry | Restores PP to a move when it reaches 0. | Several routes, including Route 103, Route 104, Route 119, and Route 123 |
| 7 | Oran Berry | Recovers 10 HP. When held by a Pokémon, this Item is used when the Pokémon's HP reaches the halfway mark. | Berry Master's House; several routes, including Route 102 and Route 104 |
| 8 | Persim Berry | Cures Confused Pokémon. | Berry Master's House; several routes, including Route 114 and Route 121 |
| 9 | Lum Berry | Cures a Pokémon of any status abnormality. | Berry Master's House |
| 10 | Sitrus Berry | Recovers 30 HP. When held by a Pokémon, this Item is used when the Pokémon's HP reaches the halfway mark. | Berry Master's House; several routes, including Route 118, Route 119 |
| 11 | Figy Berry | When held by a Pokémon, this Item is used to recover HP when the Pokémon's HP reaches the halfway mark. Pokémon dislike the spicy taste and become Confused. | Several routes, including Route 120 and Sootopolis City |
| 12 | Wiki Berry | When held by a Pokémon, this Item is used to recover HP when the Pokémon's HP reaches the halfway mark. Pokémon dislike the dry taste and become Confused. | Route 120 |
| 13 | Mago Berry | When held by a Pokémon, this Item is used to recover HP when the Pokémon's HP reaches the halfway mark. Pokémon dislike the sweet taste and become Confused. | Route 120 |
| 14 | Aguav Berry | When held by a Pokémon, this Item is used to recover HP when the Pokémon's HP reaches the halfway mark. Pokémon dislike the bitter taste and become Confused. Cures Sleep state. | Route 120 |
| 15 | Iapapa Berry | When held by a Pokémon, this Item is used to recover HP when the Pokémon's HP reaches the halfway mark. Pokémon dislike the sour taste and become Confused. | Route 120 and Sootopolis City |
| 16 | Razz Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Several routes, including Route 111 and Route 120 |
| 17 | Bluk Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Route 115 |
| 18 | Nanab Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Several routes, including Route 110, Route 120, and Route 121 |
| 19 | Wepear Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Several routes, including Route 117 and Route 120 |
| 20 | Pinap Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Several routes, including Route 116 and Route 120 |
| 21 | Pomeg Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House; several routes, including Route 119 and Route 123 |
| 22 | Kelpsy Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House; several routes, including Route 115 |
| 23 | Qualot Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House; several routes, including Route 123 |
| 24 | Hondew Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House; several routes, including Route 119 |
| 25 | Grepa Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House; several routes, including Route 123 |
| 26 | Tamato Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 27 | Cornn Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 28 | Magost Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 29 | Rabuta Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 30 | Nomel Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 31 | Spelon Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 32 | Pamtre Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 33 | Watmel Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 34 | Durin Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 35 | Belue Berry | Used for planting and PokéBlocks. Does not have any special Effects. | Berry Master's House |
| 36 | Liechi Berry | When held by a Pokémon, it raises its Attack by one when the Pokémon's HP are low. | Mirage Island |
| 37 | Lansat Berry | When HP is low, it raises Accuracy. | Battle Frontier |
| 38 | Snarf Berry | Ability to raise multiple stats, including Attack or Defense. | Battle Frontier |

# Held Items

Held Items are given to Pokémon. They often have an effect on battle performance, but some recover HP or increase the amount of ₽ earned from a battle.

| ITEM NAME | DESCRIPTION | LOCATION |
|---|---|---|
| Amulet Coin | When the Pokémon to whom it is attached is used in a Trainer battle, you win twice the amount of money. | Littleroot Town |
| Black Belt | When held by a Pokémon, it increases the strength of Fighting-type Moves. | Route 115 |
| Blackglasses | When held by a Pokémon, it increases the strength of Dark-type Moves. | Route 116 |
| Blue Scarf | When held by a Pokémon, this Item raises its Beauty. | Slateport City (Pokémon Fan Club) |
| Bright Powder | When held by a Pokémon, it Confuses the enemy with light and lowers its Accuracy. | Battle Tower Prize |
| Charcoal | When held by a Pokémon, this increases the strength of Fire-type Moves. | Lavaridge Town |
| Choice Band | When you first use a move, its strength is increased 1.5x, but you can use only that move until the Pokémon is replaced with another. | Battle Tower Prize |
| Cleanse Tag | When held by a Pokémon, this decreases the chance of encountering Wild Pokémon. | Mt. Pyre |
| Deepseascale | When held by Clamperl, this doubles its Special Defense. Also necessary for evolving that Pokémon through trading. | Slateport City |
| Deepseatooth | When held by Clamperl, this doubles its Special Attack. Also necessary for evolving that Pokémon through trading. | Slateport City |
| Dragon Fang | When held by a Pokémon that can learn and use Dragon-type Moves, this increases the Dragon-type Moves' strength. | Meteor Falls |
| Dragon Scale | When attached to certain Pokémon, this Item causes them to evolve when traded. | Wild Pokémon |
| Everstone | A rare stone used to keep the Pokémon it's attached to from evolving. | Found attached to wild Geodude and Graveler |
| Exp. Share | When held by a Pokémon, it earns half of the experience points given out in battle, even if the Pokémon does not participate. | Rustboro City (Devon Corporation) |
| Focus Band | When held by a Pokémon, this occasionally prevents the Pokémon from fainting by giving it 1 HP. | Shoal Cave |
| Green Scarf | When held by a Pokémon, this Item raises its Smartness. | Slateport City (Pokémon Fan Club) |
| Hard Stone | When held by a Pokémon, this increases the strength of Rock-type Moves. | Trick House; wild Aron and Lairon |
| King's Rock | When held by a Pokémon, it causes the opponent Pokémon to Flinch when you use a damage-inflicting attack. | Mossdeep City and wild Hariyama |
| Lax Incense | When held by a Pokémon, this Item lowers the accuracy of the opponent's moves. Wobbuffet can produce an Egg when in Pokémon Day Care | Mt. Pyre |
| Leftovers | When held by a Pokémon, this recovers HP during battle. | Battle Tower Prize |
| Light Ball | When held by Pikachu, it doubles the strength of its Special Attacks. | Wild Pokémon |
| Macho Brace | Makes it easier to raise your Pokémon's stats, but it halves the Pokémon's Speed. | Route 111 (the Winstrate House) |
| Magnet | When held by a Pokémon, this increases the strength of Electric-type Moves. | Trick House |
| Mental Herb | When held by a Pokémon, this prevents it from becoming Attracted to its opponent. | Fortree City |
| Metal Coat | When held by a Pokémon, this raises the strength of Steel-type Moves. | Wild Pokémon |
| Metal Power | Increases Defense by half. | Wild Ditto |
| Miracle Seed | When held by a Pokémon, this strengthens Grass-type Skills. | Petalburg Woods |
| Mystic Water | When held by a Pokémon, this increases the strength of Water-type Moves. | Held by the Castform you get at the Weather Institute |
| Nevermeltice | When held by a Pokémon, this increases the strength of Ice-type Moves. | Shoal Cave |
| Pink Scarf | When held by a Pokémon, this Item raises its Cuteness. | Slateport City (Pokémon Fan Club) |
| Poison Barb | When held by a Pokémon, this increases the strength of Poison-type Moves. | Attached to wild Pokémon such as wild Cacnea |
| Quick Claw | When held by a Pokémon, it allows the Pokémon an occasional pre-emptive Attack. | Rustboro City and wild Pokémon |
| Red Scarf | When held by a Pokémon, this Item raises its Coolness. | Slateport City (Pokémon Fan Club) |
| Scope Lens | When held by a Pokémon, this makes it easier to perform a Critical Hit. | Battle Tower Prize |
| Sea Incense | When held by a Pokémon, this Item raises the strength of Water-type Moves. | Mt. Pyre |
| Sharp Beak | When held by a Pokémon, this increases the strength of Flying-type Moves. | Wild Pokémon |
| Shell Bell | When held by a Pokémon, the Pokémon recovers HP equal to 1/8 of the damage its moves deal. | Shoal Cave |
| Silk Scarf | When held by a Pokémon, this increases the strength of Normal-type Moves. | Dewford Town |
| Silverpowder | When held by a Pokémon, it increases the strength of Bug-type Moves. | Route 120 |
| Smoke Ball | When held by a Pokémon, it allows you to flee from wild Pokémon. | Trick House and wild Pokémon |
| Soft Sand | When held by a Pokémon, this raises the strength of Ground-type Moves. | Route 109 and wild Pokémon |
| Soothe Bell | When held by a Pokémon, this Item makes it become attached to you more easily. | Slateport City (Pokémon Fan Club) |

| ITEM NAME | DESCRIPTION | LOCATION |
|---|---|---|
| Soul Dew | Ability to Raise Special Attack and Special Defense to certain Pokémon. | Southern Island |
| Spell Tag | When held by a Pokémon, this increases the strength of Ghost-type Moves. | Attached to wild Pokémon such as wild Duskull and Dusclops. |
| Twistedspoon | When held by a Pokémon, this increases the strength of Psychic-type Moves. | Attached to wild Pokémon |
| White Herb | When held by a Pokémon, this Item returns lowered stats to their original level. | Route 104 |
| Yellow Scarf | When held by a Pokémon, this Item raises its Toughness. | Slateport City (Pokémon Fan Club) |

# Key Items

Key Items directly affect the story in *Pokémon Emerald*, such as the Basement Key, which is required to open the New Mauville power plant, or the Super Rod, which catches super-elusive Water-type Pokémon.

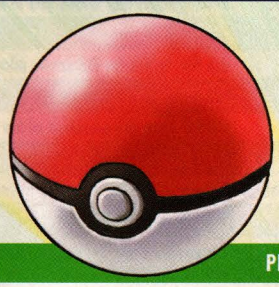
| ITEM NAME | DESCRIPTION | LOCATION |
|---|---|---|
| Acro Bike | A bike built for doing tricks. | Rydel's Cycles in Mauville City |
| Basement Key | A key that opens the door to the underground electrical plant called New Mauville. | Mauville City |
| Claw Fossil | A mysterious fossil of an ancient Pokémon hidden in the desert; turns into Anorith. | Desert on Route 111 |
| Coin Case | Holds up to 9,999 Coins. | Trade a piece of Harbor Mail to a woman in Mauville City |
| Contest Pass | A card that allows you to enter your Pokémon in Pokémon Contests. | Contest Hall in Verdanturf Town |
| Devon Goods | A package of miscellaneous parts from the Devon Corporation that needs to be delivered to Capt. Stern in Slateport City. | Rescue from Team Aqua grunt in Rusturf Tunnel |
| Devon Scope | A new gadget that allows you to uncover invisible Pokémon. | Get from Steven on Route 120 |
| Go-Goggles | Goggles that allow the wearer to see clearly in a sandstorm. | Get from Brendan/May in Lavaridge Town |
| Good Rod | Use this to fish for Pokémon. Allows you to capture a higher level of Pokémon than the Old Rod. | Route 118 |
| Itemfinder | Points out fallen Items in the area with an alarming sound. | Get from Brendan/May on Route 110 |
| Letter | A letter from the president of the Devon Corporation to Steven. | Devon Corporation in Rustboro City |
| Mach Bike | A bike built for speed. | Rydel's Cycles in Mauville City |
| Magma Emblem | Token held by Team Magma members. | Mt. Pyre |
| Meteorite | Meteorite that fell from the sky. | Meteor Falls |
| Mystery Egg | A mysterious egg holding the baby Wynaut. | Lavaridge Town |
| Old Rod | Tool for catching some Water-type Pokémon. | Dewford Town |
| PokéBlock Case | A case used for holding PokéBlocks. | Contest Hall in Slateport City |
| Pokédex | A PDA in which the secrets of the Pokémon you've seen and captured are recorded. | Prof. Birch in Oldale Town |
| PokéNav | A new type of PDA that records meetings with Pokémon Trainers and keeps track of your Pokémon's Condition. Also contains a map of the Hoenn region. | Devon Corporation in Rustboro City |
| Powder Bag | A bag used to keep berry powder. | Stateport City |
| Rm. 1 Key | Key used to unlock a locked stateroom on the Abandoned Ship. | Abandoned Ship |
| Rm. 2 Key | Key used to unlock a locked stateroom on the Abandoned Ship. | Abandoned Ship |
| Rm. 4 Key | Key used to unlock a locked stateroom on the Abandoned Ship. | Abandoned Ship |
| Rm. 6 Key | Key used to unlock a locked stateroom on the Abandoned Ship. | Abandoned Ship |
| Root Fossil | A mysterious fossil of an ancient Pokémon hidden in the desert; turns into Lileep. | Desert on Route 111 |
| Running Shoes | Special sneakers that allow you to run fast when you press Ⓑ. | Get from Mom in Oldale Town |
| S.S. Ticket | Use this ticket to ride the S.S. *Tidal* to the Battle Tower. | Get from Dad in Oldale Town |
| Scanner | A scanner that Capt. Stern needs salvaged from the Abandoned Ship. | Abandoned Ship |
| Soot Sack | A large sack that holds the ash covering the ground and long grass on Route 113. When it is full, take the ashes to the Glass Workshop to be turned into glass Items. | Glass Workshop on Route 113 |
| Storage Key | A key to the locked storage room on the Abandoned Ship. | Abandoned Ship |
| Super Rod | A Fishing Rod that allows you to capture stronger Water-type Pokémon. | Mossdeep City |
| Wailmer Pail | A watering pail used to water recently planted berries and seedlings. Holds an infinite supply of water. | Pretty Petal Flower Shop on Route 104 |

# Mail

Many towns have unique stationery that is desired by people all over Hoenn. You never know who will want special paper from a faraway town.

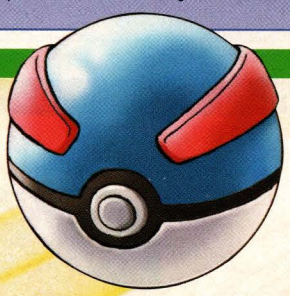
| NAME | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Bead Mail | Stationery printed with an image of the Pokémon you are holding. | Trick House | — |
| Glitter Mail | Stationery with a Pikachu design. | Trick House | — |
| Harbor Mail | Stationery with a Wingull design. | Pokémart in Slateport City, Trick House | ₽50 |
| Mech Mail | Stationery with a Magnemite design. | Lilycove City Department Store, Trick House | ₽50 |
| Orange Mail | Stationery with a Zigzagoon design. | Pokémart in Petalburg City, Trick House | ₽50 |
| Retro Mail | Stationery with three Pokémon designs on it. | Battle Frontier | — |
| Shadow Mail | Stationery with a Duskull design. | Pokémart in Sootopolis City, Trick House | ₽50 |
| Tropic Mail | Stationery with a Bellossom design. | Trick House | — |
| Wave Mail | Stationery with a Wailmer design. | Lilycove City Department Store, Trick House | ₽50 |
| Wood Mail | Stationery with a Slakoth design. | Pokémart in Fortree City, Trick House | ₽50 |

# Poké Balls



The are essential tools for Pokémon Trainers. Different Poké Balls have different capture success rates. Chances are, the more expensive the Poké Ball, the greater your chances of catching a Pokémon with it.

| NAME | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Poké Ball | A tool for catching Pokémon. | Pokémarts in several towns and cities, including Oldale Town, Petalburg City, Rustboro City, and Slateport City | ₽200 |
| Great Ball | Makes it easier to capture Pokémon than a Poké Ball. | Pokémarts in several towns and cities, including Slateport City, Mauville City, Verdanturf Town, and Fallarbor Town | ₽600 |
| Ultra Ball | Makes it easier to capture Pokémon than a Great Ball. | Pokémarts in several towns and cities, including Fortree City, Lilycove City, Mossdeep City, and Sootopolis City | ₽1,200 |
| Master Ball | The ultimate Poké Ball. It allows you to catch a Pokémon regardless of strength, level, or power. | Pokémon Lottery at the Lilycove Dept. Store and Team Magma Hideout | — |
| Dive Ball | A special Poké Ball that makes it easier to catch a Pokémon underwater. | Pokémarts in Mossdeep City and the Abandoned Ship | ₽1,000 |
| Luxury Ball | A luxurious Poké Ball that makes the Pokémon caught with it like you more. | Abandoned Ship | — |
| Nest Ball | A special Poké Ball that makes it easier to capture weaker Pokémon. | Pokémarts in Verdanturf Town, Route 120, and Team Magma Hideout | ₽1,000 |
| Net Ball | A special Poké Ball that makes it easier to capture Bug- and Water-type Pokémon. | Pokémart in Mossdeep City | ₽1,000 |
| Premier Ball | A special Poké Ball commemorating an event at the Devon Corporation. | After purchase of 10th Poké Ball; Rustboro City | — |
| Repeat Ball | A special Poké Ball that makes it easier to capture Pokémon you've caught before. | Rustboro City, Route 116 | ₽1,000 |
| Safari Ball | A special Poké Ball used to capture Pokémon in the Safari Park on Route 121. | Safari Park (30 for ₽500) | — |
| Timer Ball | A special Poké Ball that makes it easier to capture a Pokémon the longer your battle with it lasts. | Rustboro City and Trick House | ₽1,000 |



# Secret Base Decorations

After you decide on a little pocket of Hoenn to call your own, personalize it with these colorful Items. The only limit to interior decorating is your imagination, so arrange your personal space to your own liking. Besides, you never know who may drop by.

| ITEM NAME | LOCATION | PRICE (BP) |
|---|---|---|
| A Note Mat | Slateport City Market (Secret Power Club Store) | 500 |
| Attract Mat | Lilycove City Department Store | 4,000 |
| Azurill Doll | Lilycove City Department Store, Slateport City Market | 3,000 |
| B Note Mat | Slateport City Market (Secret Power Club Store) | 500 |
| Ball Cushion | Lilycove City Department Store | 2,000 |
| Ball Poster | Lilycove City Department Store | 1,000 |
| Baltoy Doll | Lilycove City Department Store | 3,000 |
| Big Plant | Pretty Petal Flower Shop on Route 104 | 5,000 |
| Blastoise Doll | Battle Frontier | 256 |
| Blue Balloon | Slateport City Market (Secret Power Club Store) | 500 |
| Blue Brick | Slateport City Market (Secret Power Club Store) | 500 |
| Blue Poster | Lilycove City Department Store | 1,000 |
| Blue Tent | Trick House | — |
| Breakable Door | Lilycove City Department Store (Clear-Out Sale) | 3,000 |
| Brick Chair | Fortree City Shop | 2,000 |
| Brick Desk | Fortree City Shop | 9,000 |
| C High Note Mat | Slateport City Market (Secret Power Club Store) | 500 |
| C Low Note Mat | Slateport City Market (Secret Power Club Store) | 500 |
| Camp Chair | Fortree City Shop | 2,000 |
| Camp Desk | Fortree City Shop | 9,000 |
| Charizard Doll | Battle Frontier | 256 |
| Chikorita Doll | Battle Frontier | 80 |
| Clefable Doll | Battle Frontier | 48 |
| Colorful Plant | Pretty Petal Flower Shop on Route 104 | 5,000 |
| Comfort Chair | Fortree City Shop | 2,000 |
| Comfort Desk | Fortree City Shop | 6,000 |
| Cute Poster | Lilycove City Department Store | 1,000 |
| Cute TV | Lilycove City Department Store (Clear-Out Sale) | 15,000 |
| Cyndaquil Doll | Battle Frontier | 80 |
| D Note Mat | Slateport City Market (Secret Power Club Store) | 500 |
| Diamond Cushion | Lilycove City Department Store | 2,000 |
| Ditto Doll | Battle Frontier | 48 |
| Duskull Doll | Lilycove City Department Store | 3,000 |
| E Note Mat | Slateport City Market (Secret Power Club Store) | 500 |
| F Note Mat | Slateport City Market (Secret Power Club Store) | 500 |
| Fence Length | Lilycove City Department Store (Clear-Out Sale) | 500 |
| Fence Width | Lilycove City Department Store (Clear-Out Sale) | 500 |
| Fire Blast Mat | Lilycove City Department Store | 4,000 |
| Fire Cushion | Lilycove City Department Store | 2,000 |
| Fissure Mat | Lilycove City Department Store | 4,000 |
| G Note Mat | Slateport City Market (Secret Power Club Store) | 500 |
| Glass Ornament | Lilycove Museum | — |
| Glitter Mat | Lilycove City Department Store | 2,000 |
| Gold Shield | Battle Frontier | — |
| Gorgeous Plant | Pretty Petal Flower Shop on Route 104 | 5,000 |
| Grass Cushion | Lilycove City Department Store | 2,000 |
| Green Poster | Lilycove City Department Store | 1,000 |
| Gulpin Doll | Lilycove City Department Store | 3,000 |
| Hard Chair | Fortree City Shop | 2,000 |
| Hard Desk | Fortree City Shop | 9,000 |
| Heavy Chair | Fortree City Shop | 2,000 |
| Heavy Desk | Fortree City Shop | 6,000 |
| Jigglypuff Doll | Lilycove City Department Store | 3,000 |
| Jump Mat | Lilycove City Department Store | 2,000 |
| Kecleon Doll | Lilycove City Department Store | 3,000 |
| Kiss Poster | Battle Frontier | 16 |
| Long Poster | Lilycove City Department Store | 1,500 |
| Lotad Doll | Lanette's House on Route 114 | — |
| Marill Doll | Lilycove City Department Store, Slateport City Market | 3,000 |
| Meowth Doll | Battle Frontier | 48 |
| Mud Ball | Lilycove City Department Store (Clear-Out Sale) | 200 |
| Mudkip Doll | Mauville Game Corner (1,000 Coins) | — |
| Pichu Doll | Lilycove City Department Store | 3,000 |
| Pika Cushion | Lilycove City Department Store | 2,000 |
| Pika Poster | Lilycove City Department Store | 1,500 |
| Pikachu Doll | Lilycove City Department Store | 3,000 |
| Pokémon Chair | Fortree City Shop | 2,000 |
| Pokémon Desk | Fortree City Shop | 3,000 |
| Powder Snow Mat | Lilycove City Department Store | 4,000 |
| Pretty Chair | Glass Workshop on Route 113 | — |
| Pretty Desk | Glass Workshop on Route 113 | — |
| Pretty Plant | Pretty Petal Flower Shop on Route 104 | 3,000 |
| Ragged Chair | Fortree City Shop | 2,000 |
| Ragged Desk | Fortree City Shop | 6,000 |
| Red Balloon | Slateport City Market (Secret Power Club Store) | 500 |
| Red Brick | Slateport City Market (Secret Power Club Store) | 500 |
| Red Plant | Pretty Petal Flower Shop on Route 104 | 3,000 |
| Red Poster | Lilycove City Department Store | 1,000 |
| Red Tent | Trick House | — |
| Rhydon Doll | Lilycove City Department Store (Clear-Out Sale) | 10,000 |
| Round Cushion | Lilycove City Department Store | 2,000 |
| Round TV | Lilycove City Department Store (Clear-Out Sale) | 15,000 |
| Sand Ornament | Lilycove City Department Store (Clear-Out Sale) | 3,000 |
| Sea Poster | Lilycove City Department Store | 1,500 |
| Seedot Doll | Lanette's House on Route 114 | — |
| Silver Shield | Battle Tower | — |
| Skitty Doll | Lilycove City Department Store, Slateport City Market | 3,000 |
| Sky Poster | Lilycove City Department Store | 1,500 |
| Slide | Lilycove City Department Store (Clear-Out Sale) | 8,000 |
| Small Chair | Fortree City Shop | 2,000 |
| Small Desk | Fortree City Shop | 3,000 |
| Smoochum Doll | Battle Frontier | 32 |
| Snorlax Doll | Battle Frontier | 128 |
| Solid Board | Lilycove City Department Store (Clear-Out Sale) | 3,000 |
| Spikes Mat | Lilycove City Department Store | 4,000 |
| Spin Cushion | Lilycove City Department Store | 2,000 |
| Spin Mat | Lilycove City Department Store | 2,000 |
| Stand | Lilycove City Department Store (Clear-Out Sale) | 7,000 |
| Surf Mat | Lilycove City Department Store | 4,000 |
| Swablu Doll | Lilycove City Department Store | 3,000 |
| Thunder Mat | Lilycove City Department Store | 4,000 |
| Tire | Lilycove City Department Store (Clear-Out Sale) | 800 |
| Togepi Doll | Battle Frontier | 48 |
| Torchic Doll | Mauville Game Corner (1,000 Coins) | — |
| Totodile Doll | Battle Frontier | 80 |
| Treecko Doll | Mauville Game Corner (1,000 Coins) | — |
| Tropical Plant | Pretty Petal Flower Shop on Route 104 | 3,000 |
| TV | Lilycove City Department Store (Clear-Out Sale) | 12,000 |
| Venusaur Doll | Battle Frontier | 256 |
| Wailmer Doll | Lilycove City Department Store (Clear-Out Sale) and Sootopolis City | 10,000 |
| Water Cushion | Lilycove City Department Store | 2,000 |
| Wynaut Doll | Lilycove City Department Store | 3,000 |
| Yellow Balloon | Slateport City Market (Secret Power Club Store) | 500 |
| Yellow Brick | Slateport City Market (Secret Power Club Store) | 500 |
| Zigzag Cushion | Lilycove City Department Store | 2,000 |

# Pokémon®

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- Exclusive Poster Inside
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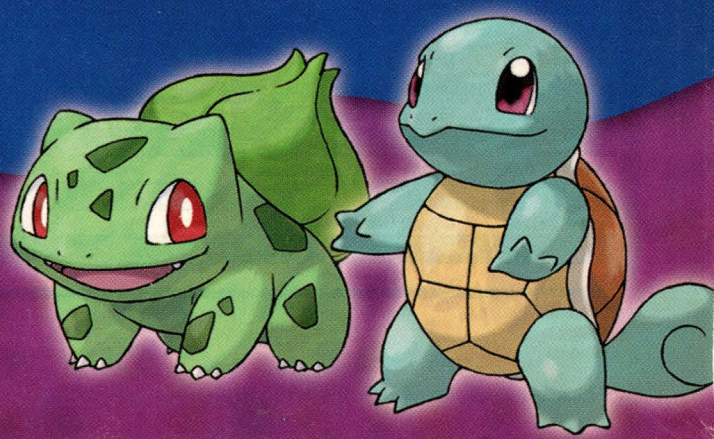

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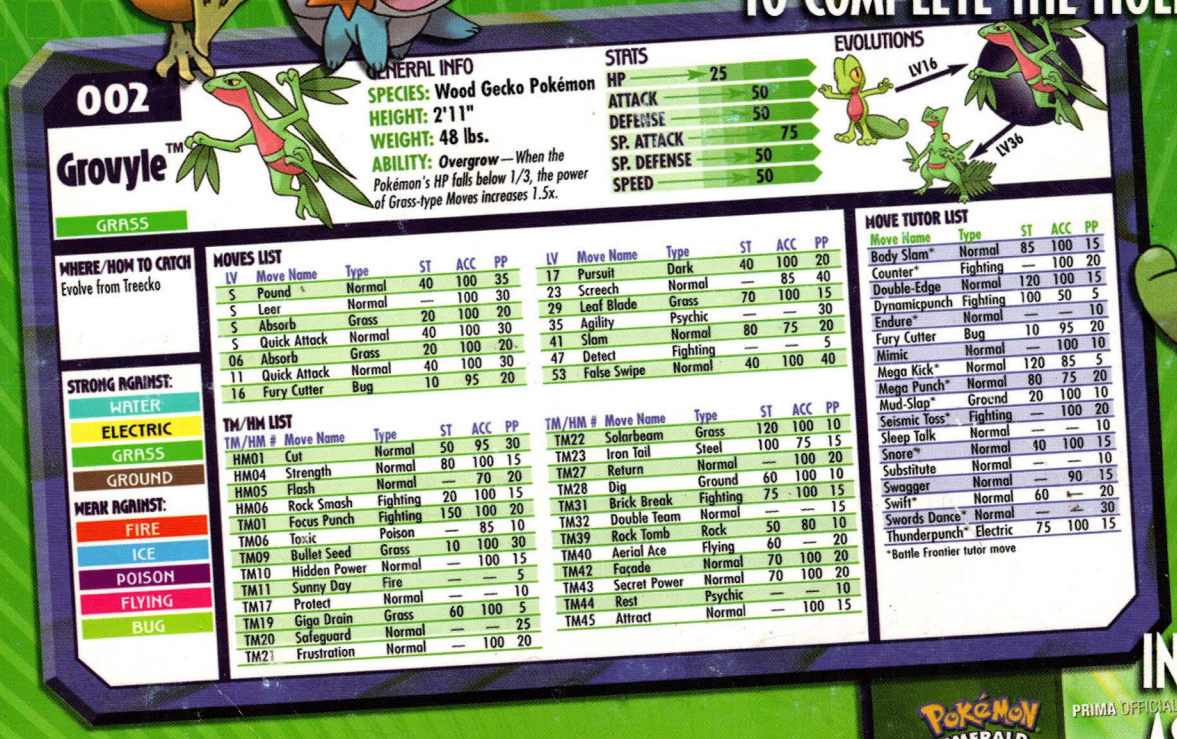
# It's a Team Aqua & Team Magma rematch!

## Tips for collecting the 200 + 2 Pokémon to complete the Hoenn Pokédex


002
Grovyle™
GRASS
GENERAL INFO
SPECIES: Wood Gecko Pokémon
HEIGHT: 2'11"
WEIGHT: 48 lbs.
ABILITY: Overgrow—When the Pokémon's HP falls below 1/3, the power of Grass-type Moves increases 1.5x.
STATS
HP 25
ATTACK 50
DEFENSE 50
SP. ATTACK 75
SP. DEFENSE 50
SPEED 50
EVOLUTIONS
LV16
LV36
WHERE/HOW TO CATCH
Evolve from Treecko
STRONG AGAINST:
WATER
ELECTRIC
GRASS
GROUND
WEAK AGAINST:
FIRE
ICE
POISON
FLYING
BUG
MOVES LIST
LV Move Name Type ST ACC PP
S Pound Normal 40 100 35
S Leer Normal — 100 30
S Absorb Grass 20 100 20
S Quick Attack Normal 40 100 30
06 Absorb Grass 20 100 20
11 Quick Attack Normal 40 100 30
16 Fury Cutter Bug 10 95 20
17 Pursuit Dark 40 100 20
23 Screech Normal — 85 40
29 Leaf Blade Grass 70 100 15
35 Agility Psychic — — 30
41 Slam Normal 80 75 20
47 Detect Fighting — — 5
53 False Swipe Normal 40 100 40
TM/HM LIST
TM/HM # Move Name Type ST ACC PP
HM01 Cut Normal 50 95 30
HM04 Strength Normal 80 100 15
HM05 Flash Normal — 70 20
HM06 Rock Smash Fighting 20 100 15
TM01 Focus Punch Fighting 150 100 20
TM06 Toxic Poison — 85 10
TM09 Bullet Seed Grass 10 100 30
TM10 Hidden Power Normal — 100 15
TM11 Sunny Day Fire — — 5
TM17 Protect Normal — — 10
TM19 Giga Drain Grass 60 100 5
TM20 Safeguard Normal — — 25
TM21 Frustration Normal — 100 20
TM22 Solarbeam Grass 120 100 10
TM23 Iron Tail Steel 100 75 15
TM27 Return Normal — 100 20
TM28 Dig Ground 60 100 10
TM31 Brick Break Fighting 75 100 15
TM32 Double Team Normal — — 15
TM39 Rock Tomb Rock 50 80 10
TM40 Aerial Ace Flying 60 — 20
TM42 Façade Normal 70 100 20
TM43 Secret Power Normal 70 100 20
TM44 Rest Psychic — — 10
TM45 Attract Normal — 100 15
MOVE TUTOR LIST
Move Name Type ST ACC PP
Body Slam* Normal 85 100 15
Counter* Fighting — 100 20
Double-Edge Normal 120 100 15
Dynamicpunch Fighting 100 50 5
Endure* Normal — — 10
Fury Cutter Bug 10 95 20
Mimic Normal — 100 10
Mega Kick* Normal 120 85 5
Mega Punch* Normal 80 75 20
Mud-Slap* Ground 20 100 10
Seismic Toss* Fighting — 100 20
Sleep Talk Normal — — 10
Snore* Normal 40 100 15
Substitute Normal — — 10
Swagger Normal — 90 15
Swift* Normal 60 — 20
Swords Dance* Normal — — 30
Thunderpunch* Electric 75 100 15
*Battle Frontier tutor move

## Maps cover every area, including all-new, as-yet-unexplored areas

Pokémon Emerald Version
Prima Official Game Guide
Route 103
Moves Needed: HM01 (Cut), HM03 (Surf)
To Oldale Town
To Route 110
Pokémon Appearances on Land
POKÉMON CONDITIONS
Poochyena Very Common
Wingull Common
Zigzagoon Common
Pokémon Appearances in Water
POKÉMON CONDITIONS
Magikarp Very Common (Old Rod, Good Rod)
Pelipper Rare
Sharpedo Very Common (Super Rod)
Tentacool Very Common; Common (Old Rod, Good Rod)
Wailmer Common (Good Rod); Very Common (Super Rod)
Wingull Common
Items
Cheri Berries x4
Leppa Berries x2
Guard Spec.
PP Up
SHORTCUT ALERT
Once you have HM03 (Surf), you can cross the water to the east in Route 103 and easily access both Mauville City and Slateport City via Route 110.
Prof. Birch's child is waiting for a battle in Route 103. In fact, this is the first of a series of battles with the kid. With each battle, Prof. Birch's child gets better and better, coming at you with more experienced Pokémon and smarter battle strategies. Enjoy this first battle while you can, because he or she will not be so easy later in your adventure.
Prof. Birch's child uses a different Pokémon in the battle depending on which Pokémon you selected from the Professor after the rescue in Littleroot Town. If you chose Torchic, look out for Mudkip. If you chose Mudkip, look out for Treecko. And if you chose Treecko, expect to face Torchic.
Event 1: Battle With Prof. Birch's Child
TIP
The battle may seem mismatched because Prof. Birch's child brings out a Pokémon that offsets yours, but keep at it and you will emerge victorious.
22

- How to clear all 7 Battle Frontier arenas and get the Silver Symbols and Gold Symbols
- Detailed walkthrough guides you through story mode
- Field, Battle, and Contest moves lists, plus Items list
- How to play *Pokémon Emerald* with *Pokémon Ruby* and *Pokémon Sapphire*, *Pokémon FireRed* and *Pokémon LeafGreen*, and *Pokémon Colosseum*

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POKÉMON® EMERALD
PRIMA OFFICIAL GAME GUIDE
FULL POKEDEX OF IN-GAME POKEMON